

ALPHA / BETA / UNLIMITED

A MAGIC: THE GATHERING TO D&D 5TH EDITION CONVERSION

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INTRODUCTION

In the month of August, in the year 1993, a group of people completed and released the original version of a new card game known as Magic: The Gathering, which would go on to serve as the face of card games for decades. Since 1997, both Magic: The Gathering and Dungeons & Dragons products have been made and designed in the same place, but only recently have the two been brought together to the acclaim of fans of both. This book is an attempt to further the connection between the two, by taking direct inspiration from the cards present in Magic: The Gathering and changing them into races, classes, spells, and creatures for the 5th Edition rules of Dungeons & Dragons.

USING THIS BOOK

In this book are resources for players and Dungeon Masters, meant to further the enjoyment of both while playing. Information on races, classes, and creatures are written in a deliberate manner to allow them to be dropped in and used in any campaign setting, whether officially made for Dungeons & Dragons or a world of your own making.

Chapter 1 contains character options such as new subrace options and new options for existing character classes. Chapter 2 offers new magical items for perusal, based directly on Artifact cards from Magic: the Gathering. Chapter 3 lists new spells and which classes they are available for use by, while Chapter 4 contains a host of new creatures and NPCs for Dungeon Masters to challenge their players with. Chapter 5 takes a look at exciting new setting-generic locations within the D&D multiverse based off of Land cards present within the Limited Edition Alpha set.

Appendix A is a list of each creature in this book organized by their respective Challenge Rating, and Appendix B lists creatures based on the environments they are most likely to be found in.

AUTHOR'S NOTE

I originally began the work of converting Magic: The Gathering cards into useable 5th Edition resources nearly three years ago, as a way of making more resources for my own games, and a hobby to practice my creative skills. Almost the entirety of these resources were created then, and have since been update using the experience I've gained over time in creating other Homebrew content. Because of this, you might find the occasional wording error, or a creature or item might prove unbalanced. If so, I invite you to contact me with your feedback, so that I can continue to improve later content. But beyond all else, I hope you enjoy the things contained within this book as much as I enjoyed creating them!

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CHAPTER 1: CHARACTER OPTIONS

RACES

The two races presented in this book are the Llanowar Elf and the Hurloon Minotaur. Each of these new races or subrace options are based on the Magic: The Gathering card of the same name, inspired by the abilities or the lore of the card from which they are taken.

LLANOWAR ELF

So similar in appearance to a Wood Elf so as to be almost entirely indistinguishable, the abilities of a llanowar elf are nevertheless very different from other forest-dwelling elves. The llanowar elves take their name from the Llanowar forest, an ancient and mostly unexplored place, said to be home to powerful nature magic.

Each llanowar elf feels a magical connection to their ancestral homeland, powerful and undeniable, from which they are capable of drawing magical power. To the llanowar elves, the forest they know as home is a living thing, each plant and animal that resides in its wood acting as a separate limb for one eternal being. Because of their connection to the Llanowar forest, llanowar elves are loathe to allow other creatures from outside the forest to enter, concerned that outsiders may upset the delicate balance which the forest has maintained for untold millennia.

In order to maintain this isolationist policy, every llanowar elf is trained to master both might and magic, and raised to believe in the sanctity of their forest home. Despite this, some young llanowar elves still grow curious about the outside world, seeking to explore and discover what lies beyond the edge of their woods. The llanowar elves do not forbid such travels, secure in the belief that any who stray will eventually see the superiority of the Llanowar way of life, returning home in due time.

Most adventurers which come from the llanowar elves are younger, hoping to learn more about the world they know so little about, making them naturally curious explorers. Llanowar elves are also raised from birth to believe themselves superior to other races, including other elves, but taught that with proper teaching, even other races may eventually grow close to the perfection of the Llanowar forest. Because of this, llanowar elves can make for frustrating travel companions, believing themselves to always know best, and that their friends and allies just need help understanding that this is so.

LLANOWAR SUBRACE TRAITS

The llanowar elf subrace has the elf traits in the *Player's Handbook*, plus the subrace traits below.

Ability Score Increase. Your Wisdom score increases by 1, and your Charisma score decreases by 1.

Border Patrol Training. You have proficiency in the Nature and Stealth skills. In addition, you have proficiency with the scimitar, shortsword, and shortbow.

Magic of the Llanowar. You know the *druidcraft* cantrip. When you reach 3rd level, you can cast the *entangle* spell once per day. When you reach 5th level, you can also cast the *beast sense* spell once per day. Wisdom is your spellcasting ability for these spells.

HURLOON MINOTAUR

Native to the massive northern mountain range known as the Hurloon Mountains, the hurloon minotaurs have little in common with others of their kind besides their intimidating appearance. Standing nearly 6 feet tall, with red or white fur and covered in tattoos, most would not believe the hurloon minotaurs to be capable of a culture beyond warfare. But while these minotaurs do revel in the thrill of battle, they also carry with pride a history of art and a respect for those who have come before them.

The minotaurs of the Hurloon Mountains are fierce and implacable warriors, enormous in size and gifted with powerful strength, but they are also a people of reverence for the dead and for the nature of the world around them. The hurloon minotaurs live in small clans, each guided by both a chieftain and a shaman. The chieftain of a hurloon clan serves to guide their people while they live, and the shaman serves to guide their people once they pass. Believing that the spirits of those who die in warfare become adrift on the battlefield, the hurloon minotaurs are led in song after each battle by their shaman. The song serves both to guide the spirits of the dead to the afterlife, and to mourn all those who have been killed, both friend and foe. Many hurloon minotaurs choose to wear tattoos which act as deliberate reminders of those they have lost over time.

Personal freedom is of high importance to the hurloon minotaurs, who believe that each person is responsible for finding their own place in the world, where they most belong. Because of this, many hurloon minotaurs change clans as they grow older, seeking out others who share their same ideals and philosophies. Once a hurloon minotaur has found their true home, they tattoo themselves with a unique sign which marks them as part of the clan they have chosen, often one shared among other members of the clan as well. Some hurloon minotaurs are unable to find a place where they truly feel accepted among their own people, and so instead choose to venture out beyond their mountain homes, seeking a life among people of other races, hoping to find or create a clan where they will at last feel welcome.

HURLOON MINOTAUR TRAITS

The hurloon minotaur has the same traits as the minotaur found in *Unearthed Arcana: Waterborne Adventures*, except that you lose the Labyrinthine Recall and Sea Reaver traits, and gain the following traits.

Mountain Climber. You have a climbing speed of 20 feet.

Hurloon Weapon Training. You have proficiency with the battleaxe, greataxe, and warhammer.

Song of the Dead. You know by heart the song which gives respect and honor to those who have walked the world before you. You have proficiency in the Performance skill.

CLASSES

Presented in this book are 7 new subclass options for the base classes presented in the *Player's Handbook*. Each of these subclass options are based off of one or more cards, with inspiration taken from the abilities of the card. The subclasses, as well as the card they take inspiration from, are listed in the table below.

FITTING INTO YOUR GAME

The Path of the Warlord's Fury subclass for Barbarian and the Renowned Hero subclass for Fighters are both setting generic versions of subclasses based upon Magic: the Gathering cards and locations. If you wish to retain the specific references of these cards, you may want to use names for the subclasses which are not setting-generic. Potential names for these subclasses are Path of the Keldon Warlord for the Barbarian, and Benalish Hero for the Fighter.

BARBARIAN- PATH OF THE KELDON WARLORD

The northern wilds of Keld are a land gripped by ice and snow, and the people who live, known as the Keldons, are kept warm only by the strength of their emotions. War-loving and brash, the Keldon people are led in battle by those among them who feel a deeper connection to the great flame which sits beneath their lands. These warlords call upon the flame to fill them with the fury to strike down their foes, and summon its heat to vanquish the enemies that stand in their way.

The barbarians which serve as the warlord leaders of the Keldon people are unique in that their fury inspires those they lead, who in turn give strength to their leader. Most barbarians are loathe to rely on others, but these warlords embrace this connection, just as they embrace the connection to the great flame which leads their people, and allows them to cloak themselves in magical flame while raging.

SUBCLASSES

Class	Subclass	Level Available	Description	Card Basis
Barbarian	Path of the Keldon Warlord	3rd	Uses fiery rage to strengthen others and lash out	Keldon Warlord
Cleric	Ward Domain	1st	Grants themselves and their allies divine protection	"Ward" spell cycle
Druid	Circle of Leylines	2nd	Draws upon great power at the expense of their lifeforce	Ley Druid
Fighter	Benalish Hero	3rd	Works with others to confound and injure foes	Benalish Hero
Paladin	Oath of the Northern Wind	3rd	Draws strength from the biting cold to strike at enemies	Northern Paladin
Rogue	Executioner	3rd	Works in the shadows to follow the commands of a powerful patron	Royal Assassin
Warlock	The Green Man	1st	Acts as the emissary for a force of nature	Gaea's Liege

PATH OF THE KELDON WARLORD FEATURES

Barbarian Level	Feature
3rd	The Great Flame
6th	Brawl Together
10th	Jet of Flame
14th	Channel the Fury

THE GREAT FLAME

Starting when you choose this path at 3rd level, whenever you enter your rage, you channel the power of the great flame directly into your body. While you're raging, you are surrounded by a 10 foot aura of intense heat that extends from you in every direction. While raging, you have resistance to fire damage. While within this aura, you and your allies deal an additional 1d4 fire damage whenever you hit a creature with a melee weapon attack.

This additional damage increases when you reach certain levels in this class, increasing to 1d6 at 5th level, 1d8 at 10th level, 1d10 at 15th level, and 1d12 at 20th level.

BRAWL TOGETHER

At 6th level, you learn to work more effectively with your allies, working together to quickly destroy those who would think to oppose you. Whenever an ally hits a creature within your aura with a melee weapon attack, you can use your reaction to cause the target to take an amount of fire damage equal to the amount of fire damage dealt to them this turn.

JET OF FLAME

At 10th level, you gain the ability to focus your aura, transforming it into a searing blast of fire. Once per day, while raging, you can use your action to create a line of flame 30 ft. long and 5 ft. wide. Each creature in this line must make a Dexterity saving throw, taking 3d6 fire damage on a failed save, or half as much on a success.

The DC for this saving throw is equal to 8 + your Constitution modifier + your proficiency bonus. Starting at 13th level, you can use this feature twice per long rest. Starting at 17th level, you can use this feature three times per long rest.

CHANNEL THE FURY

At 14th level, the flame which burns within you grows so intense that it can ignite the souls of others. As a bonus action while raging, you infuse another creature that you can see within 30 feet with the spirit of the great flame. The target gains an aura identical to your own, with identical effects. This aura remains until your rage ends, until the target is reduced to 0 hit points, or until you or the target uses a bonus action to dispel the aura.

CLERIC- WARD DOMAIN

Many of the gods offer protection to those who worship them, often moving fate and fortune to ensure the safety of a beloved follower. But those gods who specialize in the defense of others do not often grant their gifts for free—instead, they award those who go out of their way to offer protection to others. Guards who work sleepless nights to patrol the streets of their cities, priests which offer a home at night to others with nowhere else to go, and travelers who seek to offer aid to those in need are all beloved by the gods who work within this domain.

The clerics who follow a god of wards seek to help and defend the needy, preventing disasters both mundane and magical from befalling the innocent. Often beloved by people wherever they travel, a cleric of the ward domain is likely to become a cherished friend among allies. Deities of this domain include, Helm, Bahamut, Thor, Hercules, or the Silver Flame.

WARD DOMAIN FEATURES

Cleric Level	Feature
1st	Domain Spells, Bonus Proficiency, Protection of the Divine
2nd	Channel Divinity: Blessed Ward
6th	Aid the Defenseless
8th	Strengthening Protection
17th	Arcane Resistance

DOMAIN SPELLS

You gain domain spells at the cleric levels listed in the Forge Domain Spells table. See the Divine Domain class feature for how domain spells work.

WARD DOMAIN SPELLS

Cleric Level	Spells
1st	<i>mage armor, shield</i>
3rd	<i>creature bond, invisibility</i>
5th	<i>leomund's tiny hut, regeneration</i>
7th	<i>mordenkainen's private sanctum, stoneskin</i>
9th	<i>antilife shell, circle of power</i>

BONUS PROFICIENCY

When you choose this domain at 1st level, you gain proficiency with heavy armor.

PROTECTION OF THE DIVINE

Starting at 1st level, your deity further empowers your attempts to protect yourself and others. Whenever you target a creature with a spell from the abjuration school, you may choose to automatically receive the benefits of the same spell.

These benefits remain until the original spell ends. You may use this feature once per short or long rest.

CHANNEL DIVINITY: BLESSED WARD

Starting at 2nd level, you can use your Channel Divinity to create magical wards which protect others.

As an action, you choose one creature you can see within 30 feet of you, granting them a number of temporary hit points equal to 10 + your cleric level. As long as these temporary hit points remain, the target has resistance to one of the following damage types of your choice: acid, cold, fire, lightning, necrotic, or radiant.

AID THE DEFENSELESS

At 6th level, you gain the ability to protect yourself and allies from a killing blow. As a reaction when you or a creature you can see within 30 feet would be reduced to 0 hit points, you may expend a spell slot of 1st level or higher to grant the target a number of temporary hit points equal to 5 x the level of the spell slot expended.

You may use this feature once per long rest. At 11th level, you can use this feature twice per long rest, and at 18th level, you can use this feature three times per long rest.

STRENGTHENING PROTECTION

At 8th level, the duration of all abjuration spells you cast is doubled.

ARCANE RESISTANCE

At 17th level, your magical wards now provide incredible durability against the efforts of other spellcasters. Creatures granted temporary hit points by your Channel Divinity feature have advantage on all saving throws made to resist spells or other magical effects, and all spell attacks made against them have disadvantage.

DRUID- CIRCLE OF LEYLINES

Within the world, magical power flows along distinct lines, occasionally crossing and meeting in specific locations. These areas of leylines naturally draw spellcasters to them, who build important locations and monuments capable of channeling this powerful magical energy. But drawing from this power can have severe consequences, upsetting a natural balance that has remained in place for millennia. To prevent this, some druids take it upon themselves to become defenders of these leylines, ensuring the balance is maintained.

Druids who choose to dedicate their time and effort to protecting and preserving the sanctity of a leyline crossing become part of the circle of leylines. Druids of this circle learn how to channel the energy which flows from the leylines, how to prevent its overuse, and how to safeguard the secret of the leylines' power from other spellcasters. Channeling this power directly, without the use of special monuments or rituals, can be taxing for druid's of this circle, offering them great power at a high cost.

Druids of this circle often choose to become adventurers in order to seek out and protect new leyline crossings that have yet to be discovered, and to disrupt others who attempt to use the power of the leylines for selfish purposes, without regard to the balance of magical power.

CIRCLE OF LEYLINES FEATURES

Druid Level	Feature
2nd	Rending Power
6th	Drawn from Life
10th	Energy Transference
14th	Cunning Replication

RENDING POWER

At 2nd level, you have learned to transform the raw magical power of the leylines into a useable form, at the expense of your own lifeforce.

Whenever you finish a long rest, you may choose to reduce your hit point maximum to gain a number of additional spell slots. Creating a spell slot in this way requires reducing your maximum hit points by a number equal to 5 x the level of the spell slot created. You may not create a spell slot of a higher level than is normally available to you. Unused spell slots created this way disappear at the end of your next long rest.

DRAWN FROM LIFE

Beginning at 6th level, you may channel some of the power of a leyline through yourself, enhancing your spells. Doing so comes at a price though, leaving you weakened as a result.

Whenever you cast a spell using a spell slot of 1st level or higher, you may expend some of your hit dice to grant the spell an additional effect from the options below. Only one effect may be applied to a spell at a time, unless otherwise specified.

Increased Damage. When you cast a spell that deals damage, you can expend a number of hit dice up to the level of the spell slot expended. When determining damage for the spell, roll the expended hit dice and add the result to the damage.

Increased Duration. When you cast a spell with a duration longer than Instantaneous, you can expend 1 hit die to double the duration of the spell's effect.

Increased Force. When you cast a spell that forces a creature to make a saving throw to resist its effects, you can expend 3 hit dice to give one target of the spell disadvantage on its first saving throw made against the spell.

Increased Range. When you cast a spell with a range of 5 feet or greater, you can expend 1 hit die to double the range of the spell.

When you cast a spell that has a range of touch, you can expend 1 hit die to make the range of the spell 30 feet.

ENERGY TRANSFERENCE

At 10th level, your studies of the workings of ley lines have taught you many secrets, including how to cycle the magical energy contained within yourself.

Whenever you finish a short rest, you may expend a spell slot of any level in order to regain a number of hit points equal to 3 x the level of the spell slot expended.

CUNNING REPLICATION

Starting at 14th level, you are able to use the power of the leylines to replicate the effects of spells that you cast.

Once per long rest, when you cast a spell of 5th level or lower, you can use your action on your next turn to automatically cast the spell again, without expending a spell slot. The copied spell is cast at the same level as previously.

FIGHTER- BEANLISH HERO

As a title granted only to an elite caste of warriors who prove their worth in battle, the renowned hero is granted respect and admiration from those who it is their duty to defend. Never one to back down in battle, these fighters specialize in working with their allies to turn the tide against unfavorable odds. Even when faced with a foe of superior power, a renowned hero with a group of trusted comrades can quickly secure a surprise victory in the defense of their cause.

Renowned heroes rarely choose to become adventurers, instead dedicating their lives to the protection and defense of a particular group or area. But these fighters are occasionally forced to venture far afield in order to seek out and destroy those threats which choose to hide in shadow and darkness. When they must travel, a renowned hero often chooses their company carefully, selecting only those with whom they have a strong and trusting relationship.

BENALISH HERO FEATURES

Fighter Level	Feature
3rd	Tactical Partnership, Heroic Presence
7th	Quick on Your Feet
10th	Combat Tricks
15th	Supportive Partnership
18th	Expanding the Team

TACTICAL PARTNERSHIP

At 3rd level, the time you've spent training and fighting with your allies has taught you which among them is most reliable in the heat of battle, and how to effectively work with them.

At the end of each long rest, you can spend 1 hour training and sparring with an ally, practicing how to work together. The chosen ally becomes your designated partner. You have advantage on all attack rolls made against targets that are within 5 feet of your partner, and deal an additional die of damage on all melee weapon attacks made against creatures within 5 feet of your partner.

The benefits granted from this partnership disappear at the end of each long rest. In order to regain these benefits, you must spend another hour training with your previous partner or a different ally.

HEROIC PRESENCE

Also at 3rd level, you gain the ability to cast the *heroism* spell on your designated partner once per long rest.

Constitution is your spellcasting ability for this spell.

QUICK ON YOUR FEET

At 7th level, you've learned to watch your partner's back, and respond more quickly to threats to you both.

While within 30 feet of your partner, so long as you can see each other, neither of you can be surprised, and you both have advantage on initiative rolls.

COMBAT TRICKS

Beginning at 10th level, you've learned to carefully watch your partner's movements, acting when they do to better catch an opponent off-guard.

Whenever your partner hits a target within 5 feet of you with an attack, you can automatically use your reaction to attempt to grapple or shove the target.

In addition, whenever you attempt to grapple or shove a target, if the attempt succeeds and the target is within 5 feet of your partner, your partner may use their reaction to make a single melee weapon attack against the target.

SUPPORTIVE PARTNERSHIP

At 15th level, your partner is no longer just an ally- they're a true comrade in arms, and you've learned to warn them of danger, or give them a word of support when needed.

Whenever your partner makes a saving throw, if they are within 30 feet of you and can see and hear you, you can roll 1d8 as a reaction, adding the number rolled to the result of your partner's saving throw.

EXPANDING THE TEAM

The circle of people you trust has been greatly expanded, and starting at 18th level, you may choose up to two partners at the end of each long rest.

You must still spend 1 hour training with the allies that you want to designate as your partners, and both partners must be present during the hour of training in order for them to learn to work together effectively. If either partner is within 5 feet of the other but you are not, both still gain the benefits of your Tactical Partnership feature.

In addition, when you use your Heroic Presence feature, if you have more than one partner, you may target both partners with the *heroism* spell if they are both within 5 feet of you.

PALADIN- OATH OF THE NORTHERN WIND

A paladin who swears to the Oath of the Northern Wind is knowingly dedicating themselves to a life of hardship and struggle, wherein the world around them may seem to shift wildly between supporting their cause and fighting against them. Paladins who follow this oath loathe the forces of evil that choose to make their homes in the darkened caverns of ice that sprawl through the North, and hunt such creatures without mercy. A paladin of this oath learns to harness the biting cold to strike deeply at their enemies' core, even those which are adapted to living in the snowy wastes.

Few monasteries are found in those places which remain frozen year-round, and a northern paladin is often used to the life of a hermit, leading them to seem cold and distant at times. But these warriors are first and foremost dedicated to rooting out evil- those who serve the gods, such as clerics and priests, and those who aid the paladin's cause directly will quickly find themselves a trusted ally.

TENETS OF THE NORTHERN WIND

The Tenets of the Oath of the Northern Wind place a high emphasis on battle against hidden forces that others might first overlook.

Seek Evil in All Places. No matter where darkness might hide, it is your duty to seek it out and destroy it for the good of others. Even when darkness festers in darkness, it is up to you to enter such dread places to ensure that evil is stamped out entirely.

Embrace What Exhausts Others. Never let your spirit flag, even in the face of the harshest conditions. You must act as an example for others, and lead them into the light of good.

Take the Measure of All People. Do not be afraid to judge those who others consider to be above judgement. Be willing to ensure that evil does not hide in plain sight, where its presence might go unnoticed by those less willing to see it.

OATH OF THE NORTHERN WIND FEATURES

Paladin Level	Feature
3rd	Oath Spells, Channel Divinity
7th	Aura of the Glacier (10 ft.)
15th	Touch of Frostbite
18th	Aura of the Glacier (30 ft.)
20th	Howling Storm

OATH SPELLS

You gain oath spells at the paladin levels listed in the Oath of the Northern Wind Spells table. See the Sacred Oath class feature for how oath spells work.

OATH OF THE NORTHERN WIND SPELLS

Paladin Level	Spells
3rd	<i>fog cloud</i> , <i>ice knife</i>
5th	<i>aganazzar's scorcher</i> , <i>snillloc's snowball swarm</i>
9th	<i>sleet storm</i> , <i>water walk</i>
13th	<i>elemental bane</i> , <i>ice storm</i>
17th	<i>cone of cold</i> , <i>flame strike</i>

CHANNEL DIVINITY

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

Seek the Hidden. You can use your Channel Divinity to root out the truth from those who try to deceive you. As a bonus action, you grant yourself a +5 bonus to Wisdom (Insight) checks for the next 10 minutes.

Blow the Cold Wind. You can use your Channel Divinity to grant your strikes the power of the freezing wind. When you hit a creature with an attack roll, you can use your Channel Divinity to force the target to make a Constitution saving throw. On a failed save, the target takes cold damage equal to your paladin level and their speed is reduced to 0 ft until the start of your next turn. On a success, they take half as much cold damage, and their speed is not reduced.

Creatures immune to cold damage automatically succeed on this saving throw.

AURA OF THE GLACIER

Starting at 7th level, the cold of the frozen north accompanies you wherever you go, surrounding you with a freezing aura. Hostile creatures within 10 feet of you that have resistance or immunity to cold damage lose that resistance. All other hostile creatures become vulnerable to cold damage instead.

At 18th level, the range of this aura increases to 30 feet.

TOUCH OF FROSTBITE

In the heat of battle, your skin freezes everything that touches it. Whenever a creature within 5 feet hits you with a melee weapon attack, they automatically take 1d6 cold damage.

Additionally, whenever you are hit by a nonmagical weapon made of metal, the weapon begins to freeze and become brittle. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal is automatically destroyed after hitting you.

HOWLING STORM

At 20th level, as an action, you can summon a raging storm of wind, snow, and sleet to surround you in a 30-foot radius. This effect lasts for 1 minute.

The area within this radius piles high with ice and snow, and is considered difficult terrain. Whenever an enemy creature starts its turn in this radius or enters it for the first time, they must make a Constitution saving throw or take 2d6 cold damage.

In addition, the powerful winds created by this ability tend to blow away launched objects and shield you from dangers, providing you with half-cover against ranged attacks for the duration.

ROGUE- EXECUTIONER

Trained with skill in the arts of assassination, espionage, and coercion, you are no mere criminal for hire. Instead, your loyalty lies entirely with a greater benefactor, a leader whose command determines your every action. The source of your orders might be a person of royal lineage, the commander of a powerful army, or even the secretive head of a crime family. You owe your life to this benefactor, who is often the source of your training, and feel that you must serve them to pay back this deep debt.

Despite their title, an executioner may not always be sent to kill a target. Instead, they may receive orders to gather information on the whereabouts and activities of those who resist the efforts of their benefactor. When dealing with conspiracies that threaten to topple all they have worked for, an executioner might range from home for years at a time, joining with a group of adventurers for protection, and as a way to make ends meet.

Below are a series of tables to help provide ideas and inspiration about the individual you serve, why you continue to work for them, and the special mark which you leave behind to signify your work.

BENEFACTOR

Each executioner has a benefactor from whom they receive their orders, serving them loyally. Some benefactors might require your services daily, while others may go months without contacting you. In some cases, your servitude might be an open secret. In others, you may be a figure of shadows, whose very existence is treated as little more than a terrifying rumor.

d6 Benefactor

- 1 Member of the Royal Family
- 2 Leader of the Thieves' Guild
- 3 Head Priest of a Major Religion
- 4 Knight-Commander of the Local Army
- 5 Spymaster of the Royal Court
- 6 Boss of an Infamous Crime Family

REASON TO SERVE

Few people exist who would ever willingly give up their freedom to serve the needs of another, but you have done so before, and may continue to do so for your life. What causes you to feel that you owe your benefactor so much?

d6 Reason to Serve

- 1 **Family.** The benefactor your serve is a close family member, perhaps your only living relative.
- 2 **Orphaned.** You were orphaned at a young age, and your benefactor gave you the life you have today.
- 3 **Monetary Debt.** You owe your benefactor a great deal of money, and the work you perform for them is the only thing keeping you out of worse trouble.
- 4 **Magical Servitude.** You do not perform your work willingly, and only do because your benefactor has bound you with a magical contract of some sort.
- 5 **Life Debt.** Your benefactor has saved your life, and you feel that you owe them a debt that can never truly be repayed.
- 6 **Belief.** The cause which your benefactor serves is one you believe in whole-heartedly, and you think your work is the best way to further it.

UNIQUE MARK

The work you do often requires those who see its results to know where the orders come from. To ensure this, you have developed a special sign you leave behind when your work is completed.

d6 Unique Mark

- 1 **Gaming Piece.** A specific playing card or other part of a gaming set.
- 2 **Symbol.** A unique mark or design which represents the work you perform, or relates to your benefactor.
- 3 **Weapon.** A specialized weapon, involved in each task you perform, and left behind to tie you to the act.
- 4 **Coin.** A rare coin, perhaps one crafted specifically for your use.
- 5 **Method.** You perform each job in a particular way, that leaves no question as to who the culprit was.
- 6 **Clothing.** Special clothing, such as a mask or a decorated glove.

EXECUTIONER FEATURES

Rogue Level	Feature
3rd	Punishing Tactics, Quick Study
9th	Frightening Visage
13th	Brutal Technique
17th	Sudden Death

PUNISHING TACTICS

Starting at 3rd level, you can take advantage of an enemy's fear to use your Sneak Attack. You don't need advantage on the attack roll to use your Sneak Attack against a creature if it is frightened, you are within 5 feet of it, and you don't have disadvantage on the attack roll. All the other rules for Sneak Attack still apply to you.

QUICK STUDY

When you take this archetype at 3rd level, you learn to quickly adjust your skills to any situation. When you make a roll for a skill you are not proficient in, you can choose to add your proficiency bonus to the result of the roll. You can do so after making the roll, but before the DM tells you whether or not it succeeds. You can use this ability once per short or long rest.

FRIGHTENING VISAGE

Beginning at 9th level, something about the way you carry yourself cuts a terrifying figure. As an action, you can make a Charisma (Intimidation) check contested by a creature's Wisdom saving throw. The creature must be able to see and hear you, and the two of you must share a language.

If you succeed on the check and the creature is hostile to you, it becomes frightened for 1 minute, during which time its speed is reduced to 0. The target can repeat the Wisdom saving throw at the start of each of its turns, ending the effect on a success.

BRUTAL TECHNIQUE

Starting at 13th level, whenever you use your Sneak Attack against a creature, you can choose to deal no additional Sneak Attack damage, and instead have the target automatically be blinded, deafened, or knocked prone. This effect lasts until the start of your next turn.

SUDDEN DEATH

Starting at 17th level, your skill in striking between an enemy's defenses has significantly advanced, allowing you to seek openings while they are distracted.

When you use your Sneak Attack against a creature that has already acted this round, the additional Sneak Attack damage is automatically doubled.

WARLOCK- THE GREEN MAN

Your patron is an ancient being of the forest, one which holds centuries of knowledge and wisdom. Those who care for nature speak of your patron with reverence, while others whisper its name with fear, and both take care to never risk its displeasure. The pact you have made allows you to see the natural world in a different light, capable of distinguishing the results of decades of slow work and progress.

You act as the emissary for your patron within the world, spreading the message of how to live as one with nature. You feel a strange longing to live peacefully within the hidden places of the Material Plane, but know that such a fate is your eventual reward when the message of your patron has been properly spread to all races and civilizations.

GREEN MAN FEATURES

Warlock Level	Feature
1st	Expanded Spell List, Bonus Cantrips, Grounding Presence
6th	Green Soul
10th	Ancient Wisdom
14th	Nature's Bounty

EXPANDED SPELL LIST

The Green Man lets you choose from an expanded list of spells when you learn a Warlock spell. The following spells are added to the warlock spell list for you.

GREEN MAN EXPANDED SPELLS

Spell Level	Spells
1st	<i>animal friendship, faerie fire</i>
2nd	<i>animal messenger, enhance ability</i>
3rd	<i>call lightning, plant growth</i>
4th	<i>grasping vine, guardian of nature</i>
5th	<i>commune with nature, insect plague</i>

BONUS CANTRIPS

At 1st level, you learn the *druidcraft* and *thorn whip* cantrips. They count as warlock cantrips for you, but they don't count against your number of cantrips known.

GROUNDING PRESENCE

At 1st level, you gain the ability to channel primal nature magic which binds and restrains your foes. Whenever you hit a creature with a spell attack, you can use a bonus action to cause vines and roots to burst forth from the ground surrounding them. The target must make a Strength saving throw or be restrained for 1 minute. When a creature is restrained this way, you can use your action to cause the vines to constrict, dealing 1d8 bludgeoning damage to the restrained creature. A restrained creature may repeat the saving throw at the start of each of their turns, ending the effect on a success. A restrained creature may also be freed by destroying the plants constricting them, which have an AC of 10, 15 hit points, and vulnerability to fire damage.

You can use this feature a number of times equal to your Charisma modifier (minimum 1.) You regain all expended uses after a long rest.

GREEN SOUL

Starting at 6th level, the connection you share with the Green Man affects your presence, both spiritually and physically. You now age at half the normal rate, and can no longer be magically aged, though you can still die as a result of old age. Beasts will no longer willingly attack you or your companions while you are resting, and you are no longer affected by difficult terrain caused by plants, both magical and mundane.

ANCIENT WISDOM

Beginning at 10th level, you can draw upon the deep well of knowledge about the natural world which your patron holds. You gain proficiency in the Nature skill if you were not already proficient. If you are already proficient in the Nature skill, you can instead double your proficiency bonus for all Nature skill checks.

In addition, you have advantage on all Wisdom saving throws made to resist being charmed or frightened by spells or other magical abilities.

NATURE'S BOUNTY

At 14th level, you have been forever changed by your deep connection to nature. Your skin turns a very light shade of green, and small leaves and berries may start to grow from your hair. You do not need to eat or drink, can not die of old age, and you are immune to disease and poison.

Choose one spell of 6th level or lower from the Druid spell list. You may cast the chosen spell once per long rest, without expending a spell slot.

CHAPTER 2: MAGIC ITEMS

The magic items provided here are based entirely on artifact cards found within the Alpha Limited Edition set. It should be noted that of the magic items provided, none of them are of Common rarity, and only one item is of Uncommon rarity. The majority of magic items found in this book are generally meant for higher-level play, and were balanced that way in order to maintain the design structure given to them as cards.

The items in this book are listed alphabetically, and tables appear at the end of the chapter which organize the magical items by rarity first, then name, and include the item's type and whether it requires attunement or not. Whether a magic item is considered to be a minor or major item is not taken into account in this book, but most items which require attunement can generally be considered major items.

Be warned that the names of all magic items in this book are taken directly from the Magic: The Gathering card game, and might contain references to characters or locations found there. When this occurs, alternative names are given for the items in parentheses next to the original name.

MAGIC ITEMS

ANKH OF MISHRA (ANKH OF POWER)

Wondrous item, very rare

A strange symbol, crafted from lapis lazuli and carved with runes of an incomprehensible nature. Dozens of these unusual objects have been found within metallic ruins buried deep beneath the ground. The item seems to suck energy from the world around it, and it is always faintly cold to the touch. Whenever a spellcaster attempts to cast a spell within 60 feet of this item, it deals damage to the spellcaster equal to 1d6 times the level of the spell slot expended. The spellcaster must then make a DC 15 Constitution saving throw. On a failed save, the spell is not cast, but the spell slot is still expended. On a success, the spell is cast as normal, and the effects of the ankh are subdued until the next dawn.

ASSASSIN'S HIVE

Wondrous item, very rare

A sphere, covered in a honeycomb pattern, from which comes a faint but constant hum. Occasional clicking and whirring sounds can be heard coming from the sphere, and there are two small holes on one side. This item has 5 charges. As an action, you may expend a charge, causing a mechanical wasp to crawl out from the sphere.

This construct has 5 hit points, a fly speed of 30 ft, and a +6 bonus to Dexterity (Stealth) checks. As a bonus action while holding the sphere, you may view the world from the wasp's perspective, controlling its movements as you do so. As an action while controlling the wasp, you may use a sting to deliver a poison to any creature which you land on. The creature must succeed on a DC 13 Constitution saving throw, taking 1d4 poison damage and becoming poisoned on a failed save.

By pouring poison into the hole that the wasps do not crawl out of, you may fill the next wasp created with a poison of that type instead, causing it to deliver the chosen poison with its sting. This item regains 1d6-1 charges each day at dawn.

BASALT MONOLITH

Rod, rare

A simple cylinder, about 6 inches in length, usually carved from solid rock, or occasionally crafted from polished metal. Once per long rest, when a command word is spoken, this rod transports the wielder and up to 6 willing creatures of their choice within 30 feet to a small demiplane centered around a 120 foot tall stone tower. The edges of this demiplane are located 1 mile from the edges of the tower, and drop off into nothingness; anyone who falls off of these edges is transported to a random location on the Astral Plane. All creatures which enter this demiplane are able to stay here for up to 8 hours, or until the wielder of the rod speaks another command word to return themselves and all creatures which accompanied them back to their original location. Once the item is used, all creatures must remain on the demiplane for 1 hour.

The tower has several bedrooms complete with furnishings, as well as a number of empty rooms, though it has no supplies and no sources of food or water. Any material items brought here which are not carried back by the occupants remain safe here, and are available to use during any further visits. Time passes within this demiplane at the same rate as the Material Plane, and perishable items left in the demiplane will spoil over time, as normal. Any creature which takes a short rest here may choose to remove one level of exhaustion or recover one spell slot of up to 3rd level. This ability only functions for each creature once per visit.

BLACK LOTUS

Wondrous item, legendary (requires attunement)

The Black Lotus is a highly sought-after relic, often viewed as one of the most powerful magical items in existence. Created before written history by an incredibly powerful artificer named Dleifrag, the Black Lotus was intended to be the ultimate magical conduit, capable of opening a direct link between the user and the weave of magical energy which surrounds the world. Theoretically, the Black Lotus could be used to power anything magical, from spells to inventions, magnifying their power ten-fold.

Shortly before the creation of the Black Lotus, Dleifrag destroyed all record of his research, condemning the process of the Lotus' creation to oblivion. When he first used the Lotus, Dleifrag was overjoyed, feeling unlimited magical potential at his fingertips. But as time wore on, others heard whispers of Dleifrag's power, and sought the power of the Lotus for themselves. Through magical trickery, the Black Lotus was stolen, and its power used to enslave Dleifrag, forcing him to create dozens of replicas of the Lotus. At some unknown point, Dleifrag and his captors were lost in a magical catastrophe, which leveled the surrounding area for miles, and rendered all magic in the area totally inert.

Tales of Black Lotus sightings have circulated for centuries as rumors, but no one is ever sure if they're the original, or just the replicas made by Dleifrag during his imprisonment. The Lotus' location and timing of its appearance lead some to think several exist, but no more than one has ever been proven to exist at a time, and they inevitable disappear soon after.

You may use the Black Lotus to cast any spell or replicate any magical effect, without requiring material components. However, after being used to do so three times, the Black Lotus crumbles to ash. This drawback can not be determined through use of an identify spell. After disappearing, the Black Lotus reforms in the shape of a normal lotus, but pitch-black in color, waiting for its rediscovery once more. If the Black Lotus is used to cast three wish spells in a row, the Black Lotus instead explodes, dealing 30d10 damage to yourself, 15d10 damage to all creatures within 120 feet, destroying all nonmagical objects within 300 feet, and rendering all magical objects within 1 mile inert.

BLACK VISE

Wondrous item, legendary (requires attunement by a spellcaster)

Created as a torture method for an ancient war waged between powerful spellcasters, the Black Vise is well known among mages, and inspires terrible fear in their hearts. A metal circlet whose inside is lined with spikes, when the Black Vise is placed on the head of a spellcaster, it automatically attunes to them.

A spellcaster attuned to the Black Vise loses the ability to cast spells while they remain attuned to the item. Any creature may cause the Black Vise use the spellcaster's own magical potential against them, wracking their body with enormous pain as magical energy burns them from the inside out. When the command word is spoken by any creature not attuned to the Black Vise, the spellcaster attuned to the Black Vise begins to take damage every round equal to their highest level spell slot minus 4 (minimum 1). This effect continues until the command word is spoken again by someone other than the creature attuned to the Black Vise.

CELESTIAL PRISM

Wondrous item, rare (requires attunement by a spellcaster)

A 6-inch long piece of glass, shaped like a star, which hums faintly with magic. While holding the glass, you may use a bonus action to activate the celestial prism, causing the next spell you cast to automatically be treated as if it were cast using spell slot of one level higher.

Once used in this way, the prism can not be used again until next dawn. If you use the prism and then cast a spell of 5th level or higher, roll 1d20. On a result of 1, the prism immediately shatters, rendering it unusable.

CHAOS ORB

Wondrous item, very rare

A small orb of roughly shaped stone, with a crudely carved demonic face in the center featuring a gaping mouth and two rubies for eyes. As an action, you may throw the Chaos Orb at a target, making a ranged attack roll as you do so. On a successful hit, the Chaos Orb acts as the disintegrate spell, except that the target must succeed on a DC 20 Constitution saving throw to avoid damage. If the Chaos Orb successfully disintegrates its target, it bounces to another target of your choice within 10 feet of the original. This new target must also make a DC 20 Constitution saving throw or be affected as by the disintegrate spell, except the target takes half as much damage on a failed save. This may continue on to any number of targets you designate, with each taking half as much damage as the previous target, until the Chaos Orb fails to successfully destroy a target. The Chaos Orb may only strike up to five inanimate objects before its magic is automatically spent, and its effect ends.

CONSERVATOR

Wondrous item, rare (requires attunement)

A palm-sized disk of stone, decorated with magical symbols and text written in Celestial, speaking of blessings of protection. This item has 3 charges. As a reaction when hit by an attack, you may expend a charge from the disk to instead take half damage from the attack, rounded down.

When you expend the last charge, roll a d20. On a roll of 10 or less, you instead take full damage and the conservator shatters, losing its magic. Every day at dawn, the conservator regains 1d4 - 1 charges.

COPPER TABLET

Wondrous item, rare

This plain copper tablet is very unassuming, marked only with a small number of arcane symbols, and an old proverb written in Draconic. By reading aloud the proverb, you may activate and deactivate the tablet. While the tablet is active, all creatures within 120 feet take 1d4 necrotic damage at the start of each of their turns. Any creature killed in this manner has their soul trapped within the tablet until it is released.

As an action, the holder of the tablet may release the soul trapped within. When you do so, make a ranged attack with a +7 bonus to hit against a target within 120 feet. If the attack hits, the target takes necrotic damage equal to 1d4 times the CR of the trapped creature (if the creature does not have a CR, use their level.) If the creature's CR is below 1, their soul can not be trapped by the copper tablet. The copper tablet may only hold up to one soul at a time.

CRYSTAL ROD

Rod, rare (requires attunement)

A metal rod covered in golden crystals, about 4 inches long. While holding this item, whenever a creature within 100 feet of you casts an abjuration spell, or whenever a wizard within 100 feet of you casts a spell, you may use your reaction to regain 2d4 + 2 hit points.

CYCLOPEAN TOMB

Wondrous item, very rare

A large stone, carved in the shape of an unblinking eye, which stands roughly as tall as a human. When the command word for this artifact is spoken, the pupil of the eye seems to suddenly dilate, expanding outwards and opening to reveal a pitch-black hole, through which nothing can be seen. Any non-Warlock spellcaster which looks into this hole loses all of their spellcasting abilities. If the Cyclopean Tomb is ever destroyed, any spellcaster which has lost their abilities in this way automatically and immediately regains their powers, even if they are on another plane of existence.

DINGUS EGG

Wondrous item, very rare

A small crystalline egg which seems to be rather lacking in sparkle. When the command word is spoken, the egg glows and pulses faintly. Once the egg is activated with the command word, any magic used while within 60 feet of the egg will cause a bolt of magical energy to leap from the surface of the egg. This includes magical energy from scrolls, wands, and other magic items. These magic items must be activated with a command word for the egg to trigger against them.

Anything targeted by the egg must make a DC 17 Dexterity saving throw, taking 6d6 lightning damage on a failed save, or half as much on a successful one. This damage can not be reduced by damage resistance. Anything being worn or carried requires the wielder to make the Dexterity saving throw, and other inanimate objects automatically fail this saving throw. The egg does not target magic which is not activated while in range, so items with constant effects and spells which spellcasters are already concentrating on do not cause the egg to activate.

DISRUPTING SCEPTER

Rod, very rare

A large scepter crafted from gold and silver. A sphere sits on one end, balanced by several iron chains dangling from the other. The scepter has three charges, and regains 1d4 - 1 charges each day at midnight. While holding the scepter, you may use your action and expend a charge to force one creature you can see within 30 feet to make a Wisdom saving throw. The DC for this saving throw is equal to (8 + your proficiency bonus + your Charisma modifier). On a failed save, that creature is unable to take actions on their next turn. The creature may still move, and is not prevented from taking bonus actions or reactions.

FORCEFIELD

Wondrous item, very rare (requires attunement)

This small copper disc has a simple engraving of a shield on one side, and a small picture of a humanoid inside a circle on the other. This item has 3 charges. As a reaction when you take damage, you may speak the command word and expend a charge, causing a bubble of force to appear around yourself. This bubble is almost entirely translucent, and requires a DC 18 Perception check to see properly. When you activate this item, you take only 1 damage from the activating source. If the damage was force damage, you instead take no damage, and roll a d20. On a result of 11 or higher, the item regains 1 charge.

GAUNTLET OF MIGHT

Wondrous item, very rare (requires attunement by a bard or sorcerer)

This gauntlet is crafted from shining steel, decorated with curling silver filigree, and studded with small garnets on the knuckles. While wearing this gauntlet, you have advantage on spell attack rolls, and creatures have disadvantage on saving throws made to resist the effects of spells you cast. In addition, once per long rest when you cast a spell you may automatically treat that spell as being cast using a spell slot of one level higher.

GLASSES OF URZA (GLASSES OF MINDSIGHT)

Wondrous item, uncommon

A pair of spectacles with square lenses, fringed with a wire frame that appears to be fashioned from cheap copper. This item has 3 charges. As an action while wearing these glasses, you can expend a charge to force a spellcaster that you can see within 120 feet to make a DC 15 Wisdom saving throw. On a failed save, you immediately gain knowledge of all spells that spellcaster has prepared for the day. This item regains 1d4 - 1 expended charges daily at dawn.

HELM OF CHATZUK

Wondrous item, very rare

This helmet seems to be crafted from the skull of some strange and alien creature, and is lined with soft purple velvet. While wearing this helm, you feel more loyal to your allies, and more attuned to their movements and actions. Once per long rest you may choose to take your turn at the same time as an ally. You may both move and act on this turn, gaining advantage on all attack rolls made against the same target, and attack rolls made against either of you have disadvantage so long as you are within 5 ft. of each other. This effect takes the place of your turn this round.

HOWLING MINE

Wondrous item, very rare

A stone arch, carved to resemble the screaming mouth of some enormous beast. Only darkness can be seen beyond it, and a powerful wind constantly blows from it, hot and wet, accompanied by a subdued but ever present shriek. The other side of the arch, if visible, looks exactly the same, with the same effect. Each creature in a 120-foot long cone originating from the entrance of the mine on either side may take an additional action on each of their turns. Whenever a creature does so, they must make a DC 15 Constitution saving throw or suffer one level of exhaustion. A creature attempting to enter the mine or shove another creature into the entrance must make a DC 25 Strength saving throw, or be pushed 15 feet backwards by a powerful gust of wind. If a creature pushed in this way strikes an object or another creature, both take 2d8 bludgeoning damage. Objects may be thrown into the entrance of the mine with no difficulty.

Any creature or object which passes beyond the arch that marks the entrance of the mine is immediately transported to a random plane (determined by the DM) by way of the Astral Plane, in a process which stretches and distorts time and space, causing the creature or object to take 6d6 bludgeoning damage and 6d6 necrotic damage.

ICY MANIPULATOR

Wondrous item, rare

This metallic sphere is 6 inches in diameter, with small lines tracing an unrecognizable pattern around the outside. The sphere has 8 charges, and recovers 1d8 - 1 charges every day at dawn. As an action, you may expend a charge, causing the sphere to split open in the middle, firing a beam of blue-white light at one creature within 60 feet that you can see. The target must succeed on a DC 16 Constitution saving throw, or become petrified until the end of its next turn. Rather than turn to stone, a creature petrified in this way is turned to ice.

When you expend the last charge in this item, roll 1d20. On a result of 1, the orb explodes, causing you to take 1d10 cold damage and make a DC 16 Constitution saving throw, becoming petrified on a failed save.

ILLUSIONARY MASK

Wondrous item, very rare (requires attunement)

A cheap leather mask, with spiral eyes which make it difficult to see through. While wearing this mask, you have disadvantage on Wisdom (Perception) checks which rely on sight. Twice per long rest you may cast the shapechange spell on yourself as an action. The duration of this transformation is 24 hours, or until you use a bonus action to end the effect on yourself. When you transform into another creature, the mask merges into your new form.

IRON STAR

Wondrous item, rare (requires attunement)

A four-pointed star crafted from iron, intricately decorated and small enough to fit in the palm of a hand. While holding this item, whenever a creature within 100 feet of you casts an enchantment spell, or whenever a sorcerer within 100 feet of you casts a spell, you may use your reaction to regain 2d4 + 2 hit points.

IVORY CUP

Wondrous item, rare (requires attunement)

A cup of ivory, carved with a simplistic motif of angels and small enough to fit in the palm of a hand. While holding this item, whenever a creature within 100 feet of you casts a conjuration spell, or whenever a cleric or paladin within 100 feet of you casts a spell, you may use your reaction to regain 2d4 + 2 hit points.

JADE MONOLITH

Wondrous item, very rare

A statue of jade, carved in the image of some unrecognizable, but humanoid, race. The statue feels very cool to the touch, and the jade is polished to perfect smoothness. This item has 4 charges. As an action, you may choose a creature within 120 feet and expend a charge. The next time the creature would take damage, you take the damage instead, and the creature goes unharmed. If the target does not take damage before the end of their next long rest, this effect fades.

This item regains all expended charges daily at dawn. When you expend the last charge in this item, roll 1d20. On a roll of 1 or 2, the item does not regain any charges for the next 7 days. If several of these items are used on the same creature, the prevented damage is split evenly between all creatures using a jade monolith.

JADE STATUE

Wondrous item, rare

These small statues are roughly 6-inches tall, and beautifully carved from smooth jade. They come in a variety of shapes, including snakes, dragons, naga, and others, but reptilian creatures are most common. Once per long rest, you may use an action and toss the statue at your feet, expending a charge in the process. When you do so, the statue grows to become a Large Creature in the same shape it had before being activated. This jade creature has a movement speed of 45 feet, and can not fly, even if it has wings. The jade creature has 50 hit points, an AC of 15, and resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons. The jade creature is immune to poison and cold damage, and vulnerable to acid damage. The jade creature is immune to the charmed, exhaustion, frightened, paralyzed, petrified, and poisoned conditions. As an action, the creature can attempt to slam itself into a target with an attack bonus of +5, dealing 2d8 + 2 bludgeoning damage on a hit. This damage is considered magical for the purposes of overcoming damage reduction.

If the jade creature is reduced to 0 hit points, it is not destroyed, but instead reverts back to its statue form. After being used, the statue can not be used again for 4 days.

JAYEMDAE TOME

Wondrous item, very rare (requires attunement)

An enormous book, easily 3 feet square, weighing at least 50 pounds. These tomes are always the result of intense magical study, and each describes a unique and powerful method of increasing an individual's magical potency. These works are often skillfully written, illustrated, and decorated, and are usually the magnum opus of a spellcaster's work and their lifelong dream.

This book describes a well-researched, highly-detailed magical ritual, but only one. Finishing this book takes 14 days of concentration, with at least 8 hours each day devoted to reading it. Any interruptions in this period of time make it necessary to restart the book again from the beginning. Once the book is finished, if the reader was a spellcaster, they roll 1d20. Depending on the result, they gain an additional spell slot of a randomly determined level.

Result	Spell Slot Level
1-5	2nd Level
6-10	3rd Level
11-15	4th Level
16-19	5th Level
20	6th Level

If the result would be of a level higher than the level of the highest available spell slot, the spellcaster instead gains an additional spell slot of their highest level available. If the reader is not a spellcaster, they gain one 3rd level spell slot, and knowledge of one 3rd level spell from the Wizard spell list. The reader need not prepare this spell to cast it, and they regain any expended spell slots at the end of a long rest, as per usual.

Once the book has been read, the ritual described within loses all magical potency for 50 years.

KORMUS BELL

Wondrous item, very rare (requires attunement)

A finely decorated bell, but whose jewels are nothing more than cheap glass. As an action, you may ring the bell. When you do so, your choice of a water elemental or earth elemental appears in a randomly chosen empty space within 10 feet of you. This elemental is friendly to you and your allies, and follows your orders. The elemental acts on your turn, and you may use a bonus action to command it. When you ring the bell, roll 1d20 + the number of elementals you've summoned with the bell since last dawn. If the result is 11 or higher, the glass jewels on the bell shatter, and its magic fades. You may have any number of elementals summoned at one time.

LIBRARY OF LENG

Wondrous item, rare

A magical room, capable of being built only by those well-versed in the art of both architecture and enchantment. Meant for intense magical study, the walls of the library are intertwined with an invisible, magical netting. This netting captures all of the excess energy dispersed during magical rituals and experimentation, and feeds it back into the library. Because of this, any spellcaster which expends a spell slot while within the library automatically regains a spell slot of one level lower, if possible.

In addition, any intelligent creature within the walls of the library can attempt to draw on this excess power, even without full knowledge of the arcane process involved. Any intelligent creature within the library may use their action to attempt an Intelligence check to cast any Sorcerer spell of 6th level or lower; the DC for this check is equal to 12 + the level of the spell being cast.

In order to function, the library requires a spellcaster to expend a spell slot of 6th level or higher every 24 hours, otherwise the library's abilities cease to function until such an expenditure has occurred. For many arcane spellcasters, a Library of Leng is as close to a holy place as they will ever find in their lives.

MANA VAULT

Wondrous item, legendary

A cube of intricate metal, with a hinged door on one side. Even coming close to this object is enough to realize that the cube hums with immense power. A small glass orb on the door of the cube allows one to look inside, where the bright-blue glow of energy can be seen.

Once per long rest, the door to the cube may be opened as a bonus action. When the door is opened, energy rushes outwards, filling every inch of your body. After this turn ends, you take an additional three turns in a row. After those turns have been taken, the door to the cube remains open, and the power flowing into you becomes dangerous and painful. At the end of each of your turns afterwards, you suffer one level of exhaustion, and take 2d8 radiant damage. This damage is not subject to damage resistance or immunity. You must spend four consecutive rounds taking no actions, bonus actions, or reactions to end the effect on yourself, though you may still move up to your speed. During these rounds, you do not suffer a level of exhaustion at the end of your turn.

MEEKSTONE

Wondrous item, very rare (requires attunement)

A beautiful ruby crystal, wrapped in intricate gold decoration, which seems to always exude an oppressive force. Once per long rest, as an action, you can speak the command word to activate the stone. The stone stays active for 10 minutes, and may be deactivated early using an action to speak the command word again. During this time, creatures of CR 3 or greater within 100 feet move at half speed, and must succeed on a DC 25 Constitution saving throw every time they attempt to take any action. On a failed save, the creature does not take any actions, and suffers one level of exhaustion. On a successful save, the creature is able to take its action, but is unable to take any actions on their next turn if the stone is still active.

MOX EMERALD

Wondrous item, legendary (requires attunement)

This golden rectangle, 4 inches tall and 2 inches wide, is decorated with incredibly detailed scenes of wildlife and nature. One side of the rectangle opens up like a locket to display a perfectly cut and faceted emerald of a deep evergreen color. As an action while holding the emerald, you may cast any Druid or Ranger spell of 7th level or lower. You do not require material components of any kind to cast the spell. Spell attacks are made with a +10 bonus, and the spell save DC is 18.

In addition, all beasts are able to understand anything said by you, will not willingly attack you, and will unerringly obey any command which you give them, carrying out your instructions to the best of their ability.

MOX JET

Wondrous item, legendary (requires attunement)

This perfectly circular pendant is 2 inches across, and seems to be made from some sort of iron, always cold to the touch, and is decorated with tiny spikes and angles which look beautiful, but cut uncomfortably into your skin. The pendant opens to reveal a piece of jet, impossibly black and totally unblemished. As an action while holding the jet, you may cast any Warlock spell of 7th level or lower. You do not require material components of any kind to cast the spell. Spell attacks are made with a +10 bonus, and the spell save DC is 18.

In addition, three times per long rest, you may use an action to gain the benefit of any Warlock Invocation. The effect of the Invocation lasts until the end of your next short or long rest.

MOX PEARL

Wondrous item, legendary (requires attunement)

A string of silver prayer beads with a small bronze disk attached to them, at the center of which sits an unblemished, blindingly white pearl. As an action while holding the pearl, you may cast any Cleric or Paladin spell of 7th level or lower. You do not require material components of any kind to cast the spell. Spell attacks are made with a +10 bonus, and the spell save DC is 18.

In addition, while the pearl is on your person, you are immune to disease and poison of any kind, resistant to both radiant and necrotic damage, and can not be charmed or frightened.

MOX RUBY

Wondrous item, legendary (requires attunement)

A brooch hanging from an unbroken chain of rose gold, ovalar in shape and decorated at intervals with ebony. In the brooch's center sits an intensely red ruby, which seems to flash with inner fire when it catches the light. As an action while holding the brooch, you may cast any Bard or Sorcerer spell of 7th level or lower. You do not require material components of any kind to cast the spell. Spell attacks are made with a +10 bonus, and the spell save DC is 18.

In addition, three times per long rest, you may choose to affect any spell you cast with any sorcerer metamagic ability for no additional cost.

MOX SAPPHIRE

Wondrous item, legendary (requires attunement)

This large sapphire dangles from a thin rope, and looks as if it were worn smooth by the currents of the ocean, having no discernible pattern to its shape. It is of a perfect ocean-blue, and smells faintly of saltwater. As an action while holding the sapphire, you may cast any Wizard spell of 7th level or lower. You do not require material components of any kind to cast the spell. Spell attacks are made with a +10 bonus, and the spell save DC is 18.

In addition, once per long rest, you may cast any Wizard spell of 8th level under the same casting conditions.

NEVINYRRAL'S DISK

Wondrous item, very rare

A stone disk, about 6 inches wide, with a hole in the center. The disk appears to be made out of stone, with metal fastened onto it in intervals to form some sort of pattern. Magical energy can be felt to radiate from the disk at all times, and touching it causes an immense feeling of uneasiness in whoever does so. As an action while holding the disk, you can speak a command word, causing the disk to fill with magical energy. As it does so, the disk begins to glow, and a small sphere of magical energy appears in the center of it. At the end of your next turn, the disk suddenly bursts with evocation magic, destroying itself. All creatures within a 360 foot sphere around the disk must make a DC 30 Constitution saving throw. On a failed save, any creature in this radius is instantly killed, their bodies reduced to nothingness. On a success, those creatures instead take 30d12 points of damage; any creature reduced to 0 hit points by this damage suffers the same fate as those who fail the saving throw.

All magical and non-magical items and equipment in the radius are immediately destroyed, including intelligent items, which do not get a saving throw against the blast. All magical effects within the blast are immediately ended, and any individuals affected by the blast immediately lose concentration on all spells, regardless of whether they succeed or fail on the saving throw.

ROD OF RUIN

Weapon (morningstar), rare (requires attunement)

This large metal rod looks like a garishly crafted morningstar, made from a strangely colored bronze. The morningstar has 4 charges. As an action, you may expend a charge and use the rod to cast the 2nd level spell disintegrate. The spell attack is made with a +5 bonus, or your spell attack roll bonus, whichever is higher.

The rod regains 1d4 charges each day at noon. When the last charge is depleted, roll 1d20. On a result of 1, the rod of ruin loses all magical properties, becoming a nonmagical morningstar.

SOL RING

Ring, legendary (requires attunement)

This shining golden band seems to be crafted from sunlight made solid. The sol ring gives off 60 feet of bright light, and a further 60 feet of dim light. The bright light given off by this ring is equivalent to sunlight. As a bonus action while holding the sol ring, you may choose to either recover one 2nd level spell slot, recover two 1st level spell slots, take an additional action, or take an additional two bonus actions.

SOUL NET

Weapon (net), rare

This net is crafted from the webbing of phase spiders, and glows a faint blue at all times, giving off 5 feet of bright light, and an additional 5 feet of dim light beyond this radius. While wielding the net, if a creature within 15 feet of you dies, you can use your reaction to swing the net, capturing some of the creature's residual life energy and healing yourself for 4d4 + 4 hit points.

SUNGLASSES OF URZA (DIVINE LENSES)

Wondrous item, very rare (requires attunement by a cleric or paladin)

A pair of gold-framed spectacles, with bright-red lenses. While attuned to these glasses, you have 3 sorcery points. When you cast a spell, you may spend a number of sorcery points to affect the spell with metamagic. The metamagic options are listed below. You regain all expended sorcery points after a long rest.

Distant Spell When you cast a spell that has a range of 5 feet or greater, you may spend 1 sorcery point to double the range of the spell. When you cast a spell that has a range of touch, you may spend 2 sorcery points to change the range of the spell 30 feet.

Quickened Spell When you cast a spell that has a casting time of 1 Action, you can spend 2 sorcery points to change the casting time to 1 Bonus Action.

Heightened Spell When you cast a spell that forces a creature to make a saving throw to resist its effects, you can spend 3 sorcery points to give one target of the spell disadvantage on its first saving throw made against the spell.

While attuned to the glasses, all spells cast by you are considered to have been cast by a sorcerer, and you may freely change the damage type of any spell you cast to fire damage.

THRONE OF BONE

Wondrous item, rare (requires attunement)

The ribcage of a small creature, with an equally small skull placed atop it. While holding this item, you may use your reaction whenever a creature within 100 feet of you casts a Necromancy spell, or whenever a Warlock within 100 feet of you casts a spell, to regain 2d4 + 2 hit points.

TIME VAULT

Wondrous item, legendary

A shining golden box that has a clock face with only one hand etched into its surface. This item has 12 charges. While holding the time vault, you may expend a charge to become incapacitated and have your speed reduced to 0 until the start of your next turn. After doing so, at the end of your next turn, you take an additional turn immediately after.

WINTER ORB

Wondrous item, very rare

A large, metallic orb, which is exactly 6 inches in diameter. The surface of this orb is perfectly reflective, like a mirror. As an action while holding this orb, you may speak the command word, and choose a spot you can see within 120 feet. The orb then activates, floating into the air and moving immediately towards that area at a speed of 60 feet per round. Once in the area, the temperature around the orb begins to drop severely. Snow and ice begin to form in a 30 foot radius around the orb, and the temperature drops to freezing levels. Creatures which begin their turn in this radius must make a DC 18 Constitution saving throw, losing their ability to take bonus actions on a failed saving throw. Creatures in this radius also begin to suffer the effects of extreme cold if they are not wearing the proper outfits or are not protected in some way. The radius of extreme cold around the orb grows by 30 feet every round, at the start of your turn, until it hits a maximum radius of 360 feet.

WOODEN SPHERE

Wondrous item, rare (requires attunement)

A small sphere of wood, roughly 4 inches across, which seems to be made from tangled roots and vines. While holding this item, whenever a creature within 100 feet of you casts a Transmutation spell, or whenever a Druid or Ranger within 100 feet of you casts a spell, you may use your reaction to regain 2d4 + 2 hit points.

MAGIC ITEM TABLES

The tables in this section organize and classify the items presented in this book according to rarity. Each table entry includes the item's type and an indication of whether the item requires attunement.

UNCOMMON ITEMS

Item	Type	Attune?
Glass of Urza (Glass of Mindsight)	Wondrous item	No

RARE ITEMS

Item	Type	Attune?
Basalt Monolith	Rod	No
Celestial Prism	Wondrous item	Yes (spellcaster)
Conservator	Wondrous item	Yes
Copper Tablet	Wondrous item	No
Crystal Rod	Rod	Yes
Icy Manipulator	Wondrous item	No
Iron Star	Wondrous item	Yes
Ivory Cup	Wondrous item	Yes
Jade Statue	Wondrous item	No
Library of Leng	Wondrous item	No
Rod of Ruin	Weapon	Yes

RARE ITEMS, CON'T.

Item	Type	Attune?
Soul Net	Weapon	No
Throne of Bone	Wondrous item	Yes
Wooden Sphere	Wondrous item	Yes

VERY RARE ITEMS

Item	Type	Attune?
Ankh of Mishra	Wondrous item	No
Assassin's Hive	Wondrous item	No
Chaos Orb	Wondrous item	No
Cyclopean Tomb	Wondrous item	No
Dingus Egg	Wondrous item	No
Disrupting Scepter	Rod	No
Forcefield	Wondrous item	Yes
Gauntlet of Might	Wondrous item	Yes (bard, sorcerer)
Helm of Chatzuk	Wondrous item	No
Howling Mine	Wondrous item	No
Illusionary Mask	Wondrous item	Yes
Jade Monolith	Wondrous item	No
Jayemdae Tome	Wondrous item	Yes
Kormus Bell	Wondrous item	Yes
Meekstone	Wondrous item	Yes
Nevinyrral's Disk	Wondrous item	No
Sunglasses of Urza (Divine Lenses)	Wondrous item	Yes (cleric, paladin)
Winter Orb	Wondrous item	No

LEGENDARY ITEMS

Item	Type	Attune?
Black Lotus	Wondrous item	Yes
Black Vise	Wondrous item	Yes (spellcaster)
Mana Vault	Wondrous item	No
Mox Emerald	Wondrous item	Yes
Mox Jet	Wondrous item	Yes
Mox Pearl	Wondrous item	Yes
Mox Ruby	Wondrous item	Yes
Mox Sapphire	Wondrous item	Yes
Sol Ring	Ring	Yes
Time Vault	Wondrous item	No

CHAPTER 3: SPELLS

Presented here are new spells created based on Instant, Sorcery, and Enchantment cards from the Limited Edition Alpha set. As with all new spells, whether these are available for use in a campaign are entirely up to the DM. In the case of new players, a DM may want to only offer spells which are story-relevant, or spells which a player is particularly interested in.

Some spells, such as Ancestral Recall, are not recommended for direct use in the game, except as a special reward, or in the form of a limited-time use reward, as the spell directly goes against game balance to capture the feel and power of the original card.

SPELL LISTS

The following spell lists show which spells can be cast by characters of each class. A spell's school of magic is noted in parentheses. If a spell can be cast as a ritual, the ritual tag also appears in the parentheses.

BARD SPELLS

1ST LEVEL

False orders (enchantment)
Flight (transmutation, ritual)
Giant growth (transmutation)
Holy armor (abjuration, ritual)
Holy strength (evocation, ritual)
Poole's flying leap (transmutation)
Twiddle (enchantment)
Unholy strength (evocation, ritual)

2ND LEVEL

Black ward (transmutation)
Blaze of glory (abjuration)
Blue ward (abjuration)
Burrowing (abjuration, ritual)
Chaoslace (transmutation)
Green ward (abjuration)
Instill energy (evocation)
Lance of Alexander (transmutation, ritual)
Natural selection (enchantment)
Poole's frightening touch (enchantment)
Power leak (evocation)
Righteousness (abjuration)
Siren's call (enchantment)
Sleight of mind (abjuration)
Spencer's face of terror (enchantment)
White ward (abjuration)

3RD LEVEL

Berserk (transmutation)
Fastbond (evocation)
Wanderlust (enchantment)

4TH LEVEL

Anson's instant lure (enchantment)
Aspect of wolf (transmutation)
Drain power (evocation)
Island sanctuary (abjuration, ritual)
Mind twist (enchantment)
Orcish oriflamme (enchantment)

6TH LEVEL

Channel (necromancy)
Darkpact (transmutation, ritual)
Mana flare (evocation)
Steal artifact (enchantment, ritual)

7TH LEVEL

Personal incarnation (conjunction, ritual)

CLERIC SPELLS

1ST LEVEL

Death ward (abjuration)
Healing salve (evocation)
Holy armor (abjuration, ritual)
Holy strength (evocation, ritual)
Twiddle (enchantment)
Unsummon (conjunction)
Weakness (necromancy)

2ND LEVEL

Animated dead (necromancy)
Black ward (abjuration)
Blue ward (abjuration)
Consecrate land (abjuration, ritual)
Green ward (abjuration)
Guardian angel (abjuration)
Lance of alexander (transmutation, ritual)
Purelace (transmutation)
Red ward (abjuration)
Righteousness (abjuration)
Sleight of mind (abjuration)
Swords to plowshares (evocation)

3RD LEVEL

Blessing (abjuration)
Circle of protection: black (abjuration)
Circle of protection: blue (abjuration)
Circle of protection: green (abjuration)
Circle of protection: red (abjuration)
Circle of protection: white (abjuration)
Fastbond (evocation)
Lifetap (evocation)

4TH LEVEL

Aspect of wolf (transmutation)
Bad moon (enchantment)
Crusade (enchantment)
Earthshake (evocation)
Island sanctuary (abjuration, ritual)
Mind twist (enchantment)
Pestilence (necromancy, ritual)

6TH LEVEL

Cursed land (necromancy)
Farmstead (conjuration, ritual)
Karma (evocation)
Reverse damage (evocation)

7TH LEVEL

Personal incarnation (conjuration, ritual)

8TH LEVEL

Conversion (transmutation)
Gelon's demi-lich ritual (necromancy, ritual)
Tsunami (conjuration)
Wrath of god (evocation)

DRUID SPELLS

1ST LEVEL

Earthbind (transmutation)
Evil presence (necromancy)
Firebreathing (evocation)
Flight (transmutation, ritual)
Fog (conjuration)
Holy strength (evocation, ritual)
Unsummon (conjuration)
Wild growth (transmutation)

2ND LEVEL

Black ward (abjuration)
Blue ward (abjuration)
Lifelace (transmutation)
Living artifact (transmutation, ritual)
Maddock's disintegrating blast (evocation)
Natural selection (enchantment)
Red ward (abjuration)
Sleight of mind (abjuration)
Spencer's face of terror (enchantment)
Tunnel (transmutation, ritual)
Web of Alexander (transmutation)
White ward (abjuration)

3RD LEVEL

Berserk (transmutation)
Fastbond (evocation)
Regeneration (abjuration, ritual)
Stone rain (conjuration, ritual)
Stream of life (evocation)
Wanderlust (enchantment)

4TH LEVEL

Anson's instant lure (enchantment)
Aspect of wolf (transmutation)
Earthshake (evocation)
Hurricane (evocation)
Lifeforce (evocation)
Poole's choking kudzu (transmutation)
Regrowth (abjuration)
Sinkhole (transmutation)

5TH LEVEL

Frazier's chilling wind (evocation, ritual)

6TH LEVEL

Channel (necromancy)
Cursed land (necromancy)

7TH LEVEL

Personal incarnation (conjuration, ritual)

8TH LEVEL

Living lands (conjuration)
Tsunami (conjuration)

PALADIN SPELLS

1ST LEVEL

Death ward (abjuration)
Earthbind (transmutation)
Giant growth (transmutation)
Healing salve (evocation)
Holy armor (abjuration, ritual)
Holy strength (evocation, ritual)
Poole's flying leap (transmutation)
Twiddle (enchantment)
Unholy strength (evocation, ritual)
Unsummon (conjuration)

2ND LEVEL

Black ward (abjuration)
Blue ward (abjuration)
Consecrate land (abjuration, ritual)
Disenchantment (transmutation, ritual)
Green ward (abjuration)
Lifetap (evocation)
Purelace (transmutation)
Red ward (abjuration)
Righteousness (abjuration)
Swords to plowshares (evocation)
Tunnel (transmutation, ritual)
Web of Alexander (transmutation)

3RD LEVEL

Circle of protection: black (abjuration)
Circle of protection: blue (abjuration)
Circle of protection: green (abjuration)
Circle of protection: red (abjuration)
Circle of protection: white (abjuration)

4TH LEVEL

Drain power (evocation)

RANGER SPELLS

1ST LEVEL

Earthbind (transmutation)
Evil presence (necromancy)
Fog (conjunction)
Giant growth (transmutation)
Holy armor (abjuration, ritual)
Holy strength (evocation, ritual)
Poole's flying leap (transmutation)
Twiddle (enchantment)
Unholy strength (evocation, ritual)
Unsummon (conjunction)
Wild growth (transmutation)

2ND LEVEL

Anson's quiet pass (illusion, ritual)
Black ward (abjuration)
Blue ward (abjuration)
Camouflage (transmutation)
Lifelace (transmutation)
Natural selection (transmutation)
Red ward (abjuration)
Spencer's face of terror (enchantment)
Tunnel (transmutation, ritual)
Web of Alexander (transmutation)
White ward (abjuration)

3RD LEVEL

Stream of life (evocation)

4TH LEVEL

Anson's instant lure (enchantment)
Drain power (evocation)
Poole's choking kudzu (transmutation)

SORCERER SPELLS

1ST LEVEL

Anson's short-term paralyzation (transmutation)
Earthbind (transmutation)
Evil presence (necromancy)
False orders (enchantment)
Firebreathing (evocation)
Flight (transmutation, ritual)
Poole's flying leap (transmutation)

2ND LEVEL

Anson's quiet pass (illusion, ritual)
Black ward (abjuration)
Blaze of glory (abjuration)
Blue ward (abjuration)
Burrowing (abjuration, ritual)
Chaoslace (transmutation)
Creature bond (evocation)
Green ward (abjuration)
Living artifact (transmutation, ritual)
Maddock's disintegrating blast (evocation)

Magical hack (transmutation, ritual)
Natural selection (enchantment)
Power leak (evocation)
Psychic venom (enchantment)
Red elemental blast (evocation)
rush's rushed lightning bolt (evocation)
Sleight of mind (abjuration)
Spell blast (abjuration)
Spencer's face of terror (enchantment)
Tunnel (transmutation, ritual)
Warp artifact (enchantment)
Web of Alexander (transmutation)
Weber's instant deconstruction (evocation)
White ward (abjuration)

3RD LEVEL

Fastbond (evocation)
Power sink (abjuration)
Stone rain (conjunction, ritual)
Tedin's balls of fire (evocation)
Wanderlust (enchantment)

4TH LEVEL

Aspect of wolf (transmutation)
Copy artifact (transmutation)
Deathgrip (evocation)
Drain power (evocation)
Earthshake (evocation)
Fork (evocation)
Hurricane (evocation)
Power surge (abjuration)
Sinkhole (transmutation)
Smoke (conjunction)

5TH LEVEL

Schuler's mind-bender (enchantment)
Tranquility (enchantment)

6TH LEVEL

Castle (abjuration)
Demonic attorney (evocation)
Flashfires (evocation)
Karma (evocation) *Mana flare* (evocation)
Mana short (evocation)
Reverse damage (evocation)
Steal artifact (enchantment, ritual)

7TH LEVEL

Personal incarnation (conjunction, ritual)

8TH LEVEL

Gelon's demi-lich ritual (necromancy, ritual)
Manabarbs (evocation)
Tsunami (conjunction)
Volcanic Eruption (conjunction)

9TH LEVEL

Wheel of fortune (evocation, ritual)

WARLOCK SPELLS

1ST LEVEL

Anson's short-term paralyzation (transmutation)
Dark ritual (necromancy, ritual)
Evil presence (necromancy)
Unholy strength (evocation, ritual)
Unsummon (conjunction)
Weakness (necromancy)

2ND LEVEL

Blue ward (abjuration)
Contract from below (enchantment, ritual)
Deathlace (transmutation)
Frazier's dark sacrifice (necromancy, ritual)
Green ward (abjuration)
Howl from beyond (transmutation)
Lance of Alexander (transmutation, ritual)
Poole's frightening touch (enchantment)
Red ward (abjuration)
Sleight of mind (abjuration)
White ward (abjuration)

3RD LEVEL

Poole's simulated switch (enchantment)

4TH LEVEL

Bad moon (enchantment)
Deathgrip (evocation)
Drain life (evocation)
mind twist (enchantment)
pestilence (necromancy, ritual)
Power surge (abjuration)
Word of command (necromancy)

5TH LEVEL

Tranquility (enchantment)

6TH LEVEL

Cursed land (necromancy)
Deominc attorney (evocation)
Farmstead (conjunction, ritual)
Gloom (abjuration, ritual)

7TH LEVEL

Personal incarnation (conjunction, ritual)

WIZARD SPELLS

1ST LEVEL

Ancestral recall (evocation)
Evil presence (necromancy)
Firebreathing (evocation)
Flight (transmutation, ritual)
Poole's flying leap (transmutation)
Unsummon (conjunction)
Weakness (necromancy)

2ND LEVEL

Animate dead (necromancy)
Animate wall (transmutation)
Black ward (abjuration)
Blaze of glory (abjuration)
Blue elemental blast (abjuration)
Burrowing (abjuration, ritual)
Creature bond (evocation)
Frazier's dark sacrifice (necromancy, ritual)
Green ward (abjuration)
Howl from beyond (transmutation)
Instill energy (evocation)
Magical hack (transmutation, ritual)
Poole's potential counterspell (abjuration)
Power leak (evocation)
Psychic venom (enchantment)
Red ward (abjuration)
Sleight of mind (abjuration)
Spell blast (abjuration)
Thoughtlace (transmutation)
Tunnel (transmutation, ritual)
Warp artifact (enchantment)
Web of Alexander (transmutation)
Weber's instant deconstruction (evocation)
White ward (abjuration)

3RD LEVEL

Blessing (abjuration)
Demonic tutor (transmutation, ritual)
Fastbond (evocation)
Poole's simulated switch (enchantment)
Power sink (abjuration)
Tedin's balls of fire (evocation)
wanderlust (enchantment)

4TH LEVEL

Anson's instant lure (enchantment)
Bad moon (enchantment)
Braingeyser (evocation)
Copy artifact (transmutation)
Deathgrip (evocation)
Hurricane (evocation)
Island sanctuary (abjuration, ritual)
Pestilence (necromancy, ritual)
Power surge (abjuration)
Sinkhole (transmutation)
Smoke (conjunction)
Stasis (abjuration)
Word of command (necromancy)

5TH LEVEL

Feedback (evocation)
Schuler's mind-bender (enchantment)
Tranquility (enchantment)

6TH LEVEL

Animate artifact (transmutation)

Balance (abjuration)

Castle (abjuration)

Channel (necromancy)

Cursed land (necromancy)

Darkpact (transmutation, ritual)

Demonic attorney (evocation)

Flashfires (evocation)

Karma (evocation)

Mana short (evocation)

Steal artifact (enchantment, ritual)

Time walk (transmutation)

7TH LEVEL

Personal incarnation (conjuration, ritual)

8TH LEVEL

Control magic (enchantment)

Gelon's demi-lich ritual (necromancy, ritual)

Manabarbs (evocation)

Tsunami (conjuration)

Volcanic eruption (conjuration)

9TH LEVEL

Armageddon (evocation)

Timetwister (transmutation, ritual)

Wheel of fortune (evocation, ritual)

SPELL DESCRIPTIONS

The spells are presented in alphabetical order.

ANCESTRAL RECALL

1st-level evocation

Casting Time: 1 action

Range: self

Components: V, S, M (spellcasting focus worth at least 100 gp, consumed in the casting)

Duration: Instantaneous

Classes: Wizard

Like using a minnow to bait a shark, you spend a first level spell slot to drag forth incredible energy from the magical weave surrounding the world. When you use this spell, you may recover up to three expended spell slots, in any combination less than or equal to 3rd level. This can be three 1st level spell slots, one 2nd level spell slot and a 1st level spell slot, or one 3rd level spell slot.

ANIMATE ARTIFACT

6th-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

Classes: Wizard

You touch one magical item to which you or an ally are currently attuned. The item animates for the duration of the spell, gaining a fly speed of 30 feet, and acting on your turn. Items animated in this way will follow within 5 feet of you unless otherwise commanded, and any item which is more than 30 feet away from you at the end of your turn becomes inanimate once again. As a bonus action on your turn, you can command the item to perform a specific action, but otherwise it will perform its intended function for the nearest ally. Shields and armor will defend allies, weapons and wands will attack enemies, and other magical items will simply attempt to act as expected.

Shields and armor defending an ally grant that creature a +2 bonus to AC, as well as any benefits normally conferred from wearing the item. Weapons will automatically swing at any hostile creature which enters their range, dealing damage as appropriate. Attacks made by these items are made using your spell attack bonus. You are unable to command an item to perform something it would not normally be capable of doing, such as commanding a weapon to defend an ally, or a set of armor or a shield to attack an enemy.

ANIMATE DEAD

2nd-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S, M (a drop of blood, piece of flesh, or sliver of skin from yourself)

Duration: Concentration, up to 1 hour

Classes: Cleric, Wizard

This spell works exactly like the *animate dead* spell found on page 212 of the Player's Handbook, except for the changes presented below. As an additional cost to animate the skeleton or zombie, you must take 1d12 necrotic damage, reducing your maximum hit points for the duration of the spell by the amount of damage taken. The creature which you animate has disadvantage on all attack rolls.

ANIMATE WALL

2nd-level transmutation

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a shard or splinter of the wall which you are attempting to animate)

Duration: Concentration, up to 1 hour

Classes: Bard, Wizard

You touch a non-magical section of wall, placing it under your control. This spell affects a section of wall no larger than a 5 foot cube. For the duration of the spell, you may use a bonus action to shape the wall into any form you choose which would not cause it to collapse. For instance, you may shape a hole into the wall to move through, or may use the wall to strike out at targets on the other side. You may not stretch a wall more than 5 feet beyond its original size and shape. Any attacks made against targets using part of the wall are made using your spell attack bonus, and deal 1d4 bludgeoning damage.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you may affect another 5 foot cube of wall for every slot level above 2nd. If you cast this spell using a spell slot of 5th level or higher, you may target magical walls cast using a spell slot of the same level, without requiring material components.

ANSON'S INSTANT LURE

4th-level enchantment

Casting Time: 1 action

Range: Touch

Components: V

Duration: 1 minute

Classes: Bard, Druid, Ranger, Wizard

Your touch causes a nearby creature or object to become an irresistible target. If you target a creature with this spell, whenever a creature hostile to the target enters within 30 feet of the target, they must make a Wisdom saving throw. On a failed save, the creature is compelled to approach as close as possible to the target. If the creature is able to attack the target, they are magically compelled to do so on their turn. The creature may use an action to end this effect on itself with a successful Wisdom saving throw.

If you target an object with this spell, all creatures other than yourself and two others that you can see, both of which are within within 120 feet of the object, must succeed on a Wisdom saving throw, or become magically compelled to stay as close to the object as possible. If the target of this spell, whether it is a creature or object, leaves the sight of any creature magically compelled to approach it, the effect on the creature automatically ends.

ANSON'S QUIET PASS

2nd-level illusion (ritual)

Casting Time: 1 action

Range: Self

Components: S

Duration: 10 minutes

Classes: Ranger, Sorcerer

For the duration of the spell, you have advantage on all Dexterity (Stealth) checks made to avoid being detected, and can take the Hide action even when you are not behind cover. If you are detected during the spell's duration, the spell automatically ends.

ANSON'S SHORT-TERM PARALYZATION

7th-level enchantment

Casting Time: 1 action

Range: Touch

Components: V, S, M (a vial of venom from any venomous creature)

Duration: Instantaneous

Classes: Sorcerer, Warlock

Make a spell attack roll against a creature within range. If the attack hits, the creature must succeed on a Constitution saving throw or become paralyzed for 1d4 rounds. The creature may make another Constitution saving throw at the start of each of their turns, ending the effect on themselves on a success.

ARMAGEDDON

9th-level evocation

Casting Time: 1 action

Range: 200 feet

Components: V, s, m (a piece of obsidian)

Duration: Instantaneous

Classes: Wizard

Each creature in a 60 foot radius sphere centered on a point you choose within range must succeed on a Dexterity saving throw, taking 18d8 radiant damage on a failed save, or half as much on a successful one. The area of the sphere is then considered to be difficult terrain, as the heat from the spell twists, warps, and melts the ground. Any creature which failed their saving throw becomes stuck in the resulting wasteland, and is considered to be grappled. A creature may escape by using their action to make a DC 22 Strength (Athletics) check. Another creature may use their action to free a trapped creature by making a DC 18 Strength check.

ASPECT OF WOLF

4th-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a twig from a pine tree)

Duration: Concentration, up to 1 minute

Classes: Bard, Cleric, Druid, Sorcerer

You touch a creature, granting it a +2 bonus to Dexterity and Wisdom for the spell's duration, as well as advantage on Wisdom (Survival) checks made to track other creatures, and advantage on Wisdom (Perception) checks made to hear other creatures.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the bonus increases to +3, and the target gains advantage on all Wisdom based ability checks. When you cast this spell using a spell slot of 8th level or higher, the bonus increases to +4, the target gains advantage on all Wisdom based ability checks, and advantage on Wisdom saving throws.

BAD MOON

4th-level enchantment

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

Classes: Cleric, Warlock, Wizard

When you cast this spell, all non-hostile undead creatures within 60 feet of you gain advantage on all saving throws and the first attack roll they make each round, for the duration of the spell. Each round, you may grant one non-hostile undead creature within 60 feet of you 1d8 temporary hit points for the duration of the spell.

At Higher Levels. When you cast this spell using a 7th level spell slot or higher, the temporary hit points granted increase to 1d10. When you cast this spell using a 9th level spell slot, the temporary hit points granted increase to 1d12.

BALANCE

6th-level abjuration

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

Classes: Wizard

When you cast this spell, you may expend any number of spell slots as you do so. Choose a creature that you can see within range, forcing the target to make a Wisdom saving throw. A target that fails the saving throw loses spell slots equal in level to the combined level of spell slots sacrificed during the casting of this spell, beginning with spell slots of the lowest available level. If the remaining combined levels of the spell slots sacrificed to cast this spell are lower than the lowest level of the spell slot available to a target, the spell has no further effect. The spell slot used to cast this spell does not apply to the total level of spell slots sacrificed.

For instance, if three 3rd level spell slots are sacrificed when this spell is cast, the total combined level of spell slots sacrificed is considered to be nine. If a creature has four 1st level spell slots, two 2nd level spell slots, and one 3rd level spell slot available to them, the spell will first eliminate their five 1st level spell slots, then their 2nd level spell slots, and will then stop because it no longer has enough energy left to eliminate a 3rd level spell slot.

BERSERK

3rd-level transmutation

Casting Time: 1 reaction

Range: 15 feet

Components: V, S

Duration: Instantaneous

Classes: Bard, Druid

When a creature that you can see in range makes an attack roll, you may use your reaction to cast this spell, granting the attacking creature the raw strength and power of a wild beast. The target doubles the attack and damage rolls for the attack. If the attack reduces a creature to 0 hit points, the target of the spell may make an additional attack this turn. After finishing their attack, the target automatically takes 6d8 necrotic damage. If the target reduced a creature to 0 hit points with the attack, they take 12d8 necrotic damage instead.

BLACK WARD

2nd-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (a lock of hair from a warlock)

Duration: Concentration, up to 1 minute

Classes: Bard, Cleric, Druid, Paladin, Ranger, Sorcerer, Wizard

You use the remnant magic in the material component to shield the target from spells of a similar origin, protecting them from all such danger despite the variations found within. For the duration of the spell, a mark reminiscent of a horned skull appears somewhere on the target's skin, and the target is immune to all damage and effects from spells and other magical abilities of warlocks.

BLAZE OF GLORY

2nd-level abjuration

Casting Time: 1 reaction

Range: 30 feet

Components: V, S, M (a small metal shield)

Duration: Instantaneous

Classes: Bard, Sorcerer, Wizard

You may cast this spell when an ally within range becomes the target of an attack. When you cast this spell, the target gains the features of the Sentinel feat until the end of your next turn. In addition, the target may take any number of reactions until the end of their next turn.

BLESSING

3rd-level abjuration

Casting Time: 1 action

Range: 15 feet

Components: S, M (a feather)

Duration: Concentration, up to 1 minute

Classes: Cleric, Wizard

When you cast this spell, choose an ally within range. Either a thin beam of radiant light or a tangled rope of darkness, your choice, stretches between you and connects you both before fading. For the duration of the spell, you may use a bonus action to grant the target advantage on the next attack roll they make against a creature within 15 feet of you.

BLUE ELEMENTAL BLAST

2nd-level evocation

Casting Time: 1 reaction

Range: 60 feet

Components: V, M (a drop of unsalted water)

Duration: Instantaneous

Classes: Wizard

You may cast this spell when another creature within range casts a spell. When you cast this spell, if the target spellcaster was a sorcerer, they must make a Charisma saving throw. On a failed save, the target's spell is countered and the spell slot is lost. If the spellcaster is not a sorcerer, they must instead make a Wisdom saving throw, taking 3d6 psychic damage on a failed save.

BLUE WARD

2nd-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (a wizard's spellbook)

Duration: Concentration, up to 1 minute

Classes: Bard, Cleric, Druid, Paladin, Ranger, Sorcerer, Warlock

You use the remnant magic found within the spellbook to shield a target for the duration from all damage and effects caused by spells cast by Wizards.

BRAINGEYSER

4th-level evocation

Casting Time: 1 action

Range: Self

Components: V, M (a scrap of vellum)

Duration: Instantaneous

Classes: Wizard

When you cast this spell, you must expend an additional spell slot of any level. When you do so, you regain up to two expended spell slots of one level below the level of the expended spell slot. For example, if you expend a 3rd level spell slot while casting this spell, you regain up to two expended 2nd level spell slots. If you are at the maximum number of spell slots for that level, you do not gain any spell slots by casting this spell.

BURROWING

2nd-level abjuration (ritual)

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 hour

Classes: Bard, Sorcerer, Wizard

Your touch bestows one target with fiery warmth, infusing their very body with flame. For the duration, the target has resistance to fire damage, and gains advantage on their next attack whenever they take fire damage.

At Higher Levels. When you cast this spell using a 3rd level spell slot or higher, you may target one additional creature for every slot level above 2nd.

CAMOUFLAGAGE

2nd-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 5 minutes

Classes: Ranger

When you cast this spell, you may choose up to four creatures within range. The chosen targets seem to fade away, becoming almost translucent. The chosen targets gain advantage on all Dexterity (Stealth) checks, and may attempt to use the Hide action even when only lightly obscured.

At Higher Levels. When you cast this spell using a 3rd level spell slot or higher, you may target two additional creatures for every slot level above 2nd.

CASTLE

6th-level abjuration

Casting Time: 1 action

Range: Self

Components: S, M (a block of stone weighing at least 1 lb.)

Duration: Concentration, up to 1 minute

Classes: Sorcerer, Wizard

You raise your hands and hold the stone block aloft, causing a phantom stone wall to appear in a 30 foot radius around you. This wall is translucent, provides no cover, and does not physically block creatures from walking through it. For the duration of this spell, all attacks made against allies within 30 feet of you have disadvantage. If an ally makes an attack against a target, they lose this benefits of this spell until the beginning of your next turn.

CHANNEL

6th-level necromancy

Casting Time: 1 reaction

Range: 30 feet

Components: S, M (a silver dagger worth at least 125 gp)

Duration: Instantaneous

Classes: Bard, Druid, Wizard

You cast this spell using your reaction when an ally within range that you can see casts a spell. Taking the silver dagger to your skin, you use the energy within your veins to empower the spells of your allies. You cause your ally's spell to act as if it were cast using a spell slot of one level higher. After casting this spell you must make a Constitution saving throw, taking 10d12 necrotic damage on a failed save, or half as much on a success.

CHAOSLAGE

2nd-level transmutation

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: 1 minute

Classes: Bard, Sorcerer

You suffuse a creature or object with a bit of your own magical energy, altering their spellcasting powers. One target of your choice within range must make a Charisma saving throw. On a failed save, any spells cast by the target for the duration are considered to have been cast by a sorcerer.

CIRCLE OF PROTECTION: BLACK

3rd-level abjuration

Casting Time: 1 action

Range: Self

Components: V, S, M (a lotus pod)

Duration: Concentration, up to 1 minute

Classes: Cleric, Paladin

You wave your hands in a semicircle around yourself, creating a barrier of purple energy, which quickly fades to become barely discernible. As a reaction whenever you are targeted by a spell of 3rd level or lower cast by a Warlock, you may automatically counter that spell, causing the barrier to flash purple again.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the level of the spell which you may counter increases by one for every slot level above 3rd.

CIRCLE OF PROTECTION: BLUE

3rd-level abjuration

Casting Time: 1 action

Range: Self

Components: V, S, M (a seashell)

Duration: Concentration, up to 1 minute

Classes: Cleric, Paladin

You wave your hands in a semicircle around yourself, creating a barrier of blue energy, which quickly fades to become barely discernible. As a reaction, whenever you are targeted by a spell of 3rd level or lower cast by a Wizard, you may automatically counter that spell, causing the barrier to flash blue again.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the level of the spell which you may counter increases by one for every slot level above 3rd.

CIRCLE OF PROTECTION: GREEN

3rd-level abjuration

Casting Time: 1 action

Range: Self

Components: V, S, M (a leaf from a tree)

Duration: Concentration, up to 1 minute

Classes: Cleric, Paladin

You wave your hands in a semicircle around yourself, creating a barrier of green energy, which quickly fades to become barely discernible. As a reaction, whenever you are targeted by a spell of 3rd level or lower cast by a Druid or Ranger, you may automatically counter that spell, causing the barrier to flash green again.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the level of the spell which you may counter increases by one for every slot level above 3rd.

CIRCLE OF PROTECTION: RED

3rd-level abjuration

Casting Time: 1 action

Range: Self

Components: V, S, M (a piece of lava rock)

Duration: Concentration, up to 1 minute

Classes: Cleric, Paladin

You wave your hands in a semicircle around yourself, creating a barrier of red energy, which quickly fades to become barely discernible. As a reaction, whenever you are targeted by a spell of 3rd level or lower cast by a Bard or Sorcerer, you may automatically counter that spell, causing the barrier to flash red again.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the level of the spell which you may counter increases by one for every slot level above 3rd.

CIRCLE OF PROTECTION: WHITE

3rd-level abjuration

Casting Time: 1 action

Range: Self

Components: V, S, M (the feather of a dove or a crow)

Duration: Concentration, up to 1 minute

Classes: Cleric, Paladin

You wave your hands in a semicircle around yourself, creating a barrier of white light, which quickly fades to become barely discernible. As a reaction, whenever you are targeted by a spell of 3rd level or lower cast by a Cleric or Paladin, you may automatically counter that spell, causing the barrier to flash with white light again.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the level of the spell which you may counter increases by one for every slot level above 3rd.

CONSECRATE LAND

2nd-level abjuration (ritual)

Casting Time: 1 action

Range: 10 feet

Components: V, S, M (a sprinkling of holy water created by you)

Duration: Concentration, up to 10 minutes

Classes: Cleric, Paladin

Choose a space that you can see within range. You infuse the area in a 15-foot radius around the chosen space with the power of your deity, placing it under their protection. Any creature whose alignment is more than one step away from your deity's which enters this area suffers one level of exhaustion, which remains for as long as they are in the area.

In addition, such creatures can not regain hit points while they are in the area, treat the area as difficult terrain for the duration, and can not cast spells of 2nd level or lower while in the area. Additionally, all non-sentient objects in the area gain resistance to bludgeoning, piercing, and slashing damage.

CONTRACT FROM BELOW

2nd-level enchantment (ritual)

Casting Time: 1 minute

Range: Self

Components: V, S

Duration: Instantaneous

Classes: Warlock

You psychically contact your patron, making a bargain to trade valuable knowledge for temporary power. When you finish casting this spell, you must choose one spell which you know. You lose knowledge of the method for casting that spell. For the next 30 days, you are unable to cast the spell. After doing so, you regain all expended spell slots.

CONTROL MAGIC

8th-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 24 hours

Classes: Wizard

Choose a creature within range that can see you. That creature must make a Wisdom saving throw. On a failed save, the target becomes charmed by you for the duration of the spell, creating a mental link between you. Creatures which can not see or which are blinded are immune to this spell. As a bonus action on each of your turns, you may mentally command the target. You and the charmed creature do not need to share a language. The target will obey all commands that you give to it, and will not willingly attack you or your allies.

If you command the target to do something which would cause it harm, it may attempt another Wisdom saving throw, ending the effect on itself on a success. You may use this spell to target creatures summoned through the use of other spells, such as elementals and animals. Summoned creatures which you charm using this spell do not disappear when the original spell ends, but will instead disappear after 1 minute.

CONVERSION

8th-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S, M (dirt from consecrated ground)

Duration: Concentration, up to 10 minutes

Classes: Cleric

You surround yourself with a divine aura, which fills a 120-foot radius sphere around you. For the duration, any attack or spell cast within the radius which would normally deal fire damage deals radiant damage instead. Whenever a fey, fiend, or undead begins their turn within the radius or enters it for the first time on their turn, they must make a Charisma saving throw. On a failed save, they become vulnerable to radiant damage until the start of their next turn.

COPY ARTIFACT

4th-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a block of clay at least 3 inches on each side, consumed in the casting)

Duration: 1 hour

Classes: Sorcerer, Wizard

You identify a corporeal source of magic within range, copying its form and molding the clay in your hand to take its appearance. Choose a magical item within range that you can see worth less than 5,000 gp that doesn't require attunement. The clay in your hand becomes a functional copy of that item, with all the same abilities as the item itself. At the end of the spell's duration, the clay crumbles to dust, losing all of its magical properties.

If the copy is of an item with a number of charges, it has the same number of charges as the original, and you do not automatically know the number of charges in the item. If the item runs out of charges, the spell ends, and the clay crumbles as normal.

CREATURE BOND

2nd-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a length of rope with one or more knots in it)

Duration: Concentration, up to 1 minute

Classes: Sorcerer, Wizard

Choose two creatures within range. Using magical energy, you tie their life forces together. For the duration, whenever one target takes damage, the other target takes half that amount of damage. This damage is of the same type as the damage dealt to the first target.

CRUSADE

4th-level enchantment

Casting Time: 1 action

Range: 15 feet

Components: V, S

Duration: Concentration, up to 1 minute

Classes: Cleric

You shout words of holy power, instilling into your allies but a small fraction of the driving force of your faith. Choose up to three creatures within range that can hear you. For the duration, each of those creatures has advantage on the first attack roll they make on each of their turns. In addition, any attack they make against a fiend or undead deals an additional 1d6 damage of the same type as the attack.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you may select an additional creature for each slot level above 4th. In addition, whenever you cast this spell using a spell slot of 8th level or higher, the additional damage increases to 1d12.

CURSED LAND

6th-level necromancy

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 10 minutes

Classes: Cleric, Druid, Warlock, Wizard

You choose a point within range, filling the land within 30 feet of that point with necromantic energies. Whenever a creature enters the area for the first time on their turn or begins their turn in the area, they must make a Constitution saving throw. On a failed save, they take 8d6 necrotic damage, or half as much on a successful one. As an action on your turn, you may move the center of the radius of effect up to 15 feet. Any creature which is in the radius of effect when you finish moving it must make the saving throw. The corpse of any creature which dies while in the radius of the spell's effect immediately becomes overgrown with blackened, twisted plants and fungi.

DARKPACT

6th-level transmutation (ritual)

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a piece of burning charcoal)

Duration: Instantaneous

Classes: Bard, Wizard

Pointing at a spellcaster within range, you feel a shock of energy run through your body and out your finger, sure that your target is feeling the same. When you cast this spell, you lose knowledge of one randomly chosen spell you have prepared of 6th level or lower. At the same time, you gain knowledge of one randomly chosen spell your opponent had prepared of the same level. Your opponent loses knowledge of their spell, and gains knowledge of your spell in return.

DARK RITUAL

1st-level necromancy (ritual)

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Instantaneous

Classes: Warlock

You call upon your patron to bless you with further gifts, offering some of your very life force in return. When you finish casting this spell, your maximum hit points permanently decrease by an amount equal to 8 + your Constitution modifier. At the same time, you gain three more 1st level spell slots. After you cast this spell once, you lose knowledge of how to cast it, and must relearn the spell in order to ever cast it again.

DEATH WARD

1st-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

Classes: Cleric, Paladin

Choose and touch a target which has been reduced to 0 hit points within the past turn. The target gains a number of hit points equal to 1d4+1, or equal to the damage which reduced it to 0 hit points, whichever is lower.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the target regains an additional 1d8+1 hit points for each level above 1st.

DEATHGRIP

4th-level evocation

Casting Time: 1 action

Range: Self

Components: V, S, M (a few dead leaves)

Duration: Concentration, up to 1 minute

Classes: Sorcerer, Warlock, Wizard

You feel the intoxicating energy of dark magic fill your every vein. For the duration of the spell, you may expend a 2nd level spell slot as a reaction to attempt to counter any spell cast by a Druid or Ranger, or any spell from the Transmutation school. The caster of the spell you are attempting to counter must make a Wisdom saving throw. On a failed save, their spell is countered.

DEATHLACE

2nd-level transmutation

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: 1 minute

Classes: Warlock

You suffuse a target with a bit of your own magical energy, altering their spellcasting powers. One target of your choice within range must make a Charisma saving throw. On a failed save, any spells cast by the target for the duration are considered to have been cast by a warlock.

DEMONIC ATTORNEY

6th-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a quill and inkwell)

Duration: Instantaneous

Classes: Sorcerer, Warlock, Wizard

When you cast this spell, you may expend one spell slot of any level. Chose a target within range. That target must succeed on an Intelligence saving throw, or lose one spell slot of the same level. If the target does not have a spell slot of the same level available, they instead lose a spell slot of the next lowest level.

DEMONIC TUTOR

3rd-level transmutation (ritual)

Casting Time: 1 action

Range: Self

Components: V

Duration: Instantaneous

Classes: Wizard

You feel the memory of a well-prepared spell fade from your mind, only to be replaced with a sudden remembrance of how to cast another. You lose one spell which you have prepared, and may replace it with any other spell which you know but do not already have prepared.

DISENCHANTMENT

2nd-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a small pearl costing 250 gp, consumed in the casting)

Duration: Instantaneous

Classes: Paladin

Bringing forth a divine force, you blast away the magic surrounding a foe, and tear apart the enchantments holding a magical item together. When you cast this spell, you may attempt to either destroy one magical item of uncommon rarity or less that you can see within range, or interrupt the magical concentration of a foe within range that you can see.

If you target a magical item being held or worn by a creature, or one that is intelligent, that creature or item must succeed on a Charisma saving throw, or the item in question is destroyed, crumbling to ash as it does so. If a creature is holding or wearing a sentient magical item, the saving throw is made using the Charisma saving throw of the item or the wielder, whichever is higher. If the item is not being held or worn, it automatically turns to ash.

If you target a spellcaster concentrating on one or more spells, the spellcaster must succeed on a Constitution saving throw or lose concentration on the spell.

DRAIN LIFE

4th-level evocation

Casting Time: 1 action

Range: Touch

Components: S

Duration: Instantaneous

Classes: Warlock

You reach out, and your fingertips pierce your opponent's flesh like fangs. You feel refreshed as their life energy flows into you. Make a melee spell attack against a target within range. If the attack hits, you deal 6d10 necrotic damage to the target. You gain a number of temporary hit points equal to half the damage dealt, up to half your maximum hit points.

At Higher Levels. When you cast this spell using a 5th level spell slot or above, you deal an additional 1d10 necrotic damage for every slot level above 4th.

DRAIN POWER

4th-level evocation

Casting Time: 1 action

Range: Self

Components: V, S, M (a silver bell)

Duration: Instantaneous

Classes: Bard, Paladin, Ranger, Sorcerer

All creatures within a 15 foot radius centered on you must make a Wisdom saving throw. On a failed save, a creature loses their ability to take reactions until the start of their next turn. You may take a number of additional reactions this turn equal to the number of creatures which failed this saving throw.

EARTHBIND

1st-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: M (a crushed button worth at least 1cp, a small doll, discarded gum wrapper)

Duration: Until dispelled

You cause flexible vines and roots to burst out of the ground, stretching and rising into the air to capture an enemy normally out of your reach. When you cast this spell, you force one flying target you can see within range to make a Dexterity saving throw to avoid being grabbed by the vines. On a failed save, the creature takes 2d6 bludgeoning damage, and is brought to the ground at an unoccupied space within 5 feet of your location, at a rate of 30 ft. per round. If there is no unoccupied space within 5 feet of you, the target is brought to the nearest unoccupied space.

The creature suffers no falling damage from this descent. Once on the ground, the creature can not fly for the duration of the spell, and is unable to move more than 30 ft. from the original space they landed on. A creature can escape these binds by using their action to make a Strength (Athletics) or Dexterity (Acrobatics) check against your spell save DC.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the duration of the spell increases by 1 minute for every slot level above 1st.

EARTHSHAKE

4th-level evocation

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a pair of rocks)

Duration: Instantaneous

Classes: Cleric, Druid, Sorcerer

Choose up to five 5-foot spaces within range that you can see. You cause the earth in these spaces to move and shake, forcing all creatures standing on those spaces to make Dexterity saving throws. On a failed save, the creatures fall prone and take 4d8 bludgeoning damage. On a success, they take half as much damage, and do not fall prone. The chosen spaces become difficult terrain.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you may choose an additional two spaces for every slot level above 4th.

EVIL PRESENCE

1st-level necromancy

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a bit of mud)

Duration: 24 hours

Classes: Druid, Ranger, Sorcerer, Warlock, Wizard

You choose up to four contiguous 5-foot spaces within range that you can see, altering the composition of the land within them and infusing them with noxious energy. For the duration of the spell, whenever a creature enters one of the spaces for the first time on its turn or starts their turn there, they must make a Constitution saving throw. On a failed save, the creature takes 2d4 poison damage and becomes poisoned. On a success, the creature takes half as much damage, and is not poisoned. The creature may end the effect on itself with a successful Constitution saving throw.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the number of spaces you may affect increases by two and the damage of the effect increases by 1d4 for every slot level above 1st.

FALSE ORDERS

1st-level enchantment

Casting Time: 1 reaction

Range: 30 feet

Components: V, S

Duration: Instantaneous

Classes: Bard, Sorcerer

You can use your reaction to cast this spell when a creature you can see within range is attacked by an ally. You bark out a quick set of orders, forcing the target to make a Charisma saving throw. On a failed save, your ally gains advantage on their attack roll, and the target loses any benefits gained from wielding a shield or taking the dodge action until the start of your next turn.

FARMSTEAD

6th-level conjuration (ritual)

Casting Time: 1 action

Range: Self

Components: V, S, M (a silver trowel)

Duration: Concentration, up to 1 minute

Classes: Cleric, Warlock

When you cast this spell, you magically teleport yourself to a personal demiplane, remaining there for the duration. At the beginning of each that you remain in the demiplane, you regain 4d4+4 hit points. The demiplane itself contains nothing but a small farmstead, a patch of land made up of roughly 1 acre, with a small garden, an empty stable, and a one-level farmhouse. The house contains no furnishings, and the stable holds hay but no other objects. The garden does not have any plant life growing in it, and anything planted here is gone the next time the spell is cast. Any changes to the farmhouse or the stable disappear each time the spell is cast.

While in the demiplane, shapes and shadows of other individuals may be seen wandering the area, requiring a DC 20 Perception check to properly notice and identify. These shadows can't be interacted with in any way, and do not acknowledge your presence, any attempts to talk to them, or any actions you take while in the demiplane. The demiplane is lit by bright sunlight at all times, and the edge of the demiplane is marked with a short wooden fence, beyond which can be seen a series of hills, a forest to the east, and a small town to the west.

Stepping beyond the edge of the fence immediately causes the spell to end. When the spell ends, you are magically transported back to the space you were in when you cast this spell. If the space is occupied, you instead appear in the nearest unoccupied space.

FASTBOND

3rd-level evocation

Casting Time: 1 bonus action

Range: Self

Components: V, S, M (a spell scroll of 2nd level or higher, consumed in the casting)

Duration: Concentration, up to 1 minute

Classes: Bard, Cleric, Druid, Sorcerer, Wizard

For the duration of this spell, you may use an action on your turn to cast any number of spells you know of 2nd level or lower without expending a spell slot. For each spell cast in this way, you take 2d8 necrotic damage. At the beginning of each of your turns, you must make a Constitution saving throw. On a failed save, you take 10d8 necrotic damage, and the spell automatically ends.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage taken at the casting of each spell increases by 1d8, the damage taken on a failed save increases by 2d8, and the level of the spells you may cast and the level of the spell scroll required to cast the spell each increase by one level for every slot level above 3rd.

FEEDBACK

5th-level evocation

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

Classes: Wizard

When you cast this spell, choose a target that you can see within range, forcing them to make an Intelligence saving throw. If the target fails their saving throw, at the beginning of their turn for the duration of the spell, they take 4d6 psychic damage, plus an additional 4d6 psychic damage if the target is concentrating on a spell. The target may repeat the saving throw at the end of each of their turns, ending the effect on themselves on a success.

FIREBREATHING

1st-level evocation

Casting Time: 1 action

Range: Touch

Components: V, S, M (flint and steel)

Duration: Concentration, up to 1 minute

Classes: Druid, Sorcerer, Wizard

You touch an ally, granting them the breath of dragons. For the duration of the spell, the target may use an action to breath a 15 ft. cone of fire, forcing all creatures within the cone to make a Dexterity saving throw. On a failed save, creatures in the cone take 4d4 fire damage, or half as much on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases to 8d4, and the range increases to 30 ft; at 5th level or higher, the damage increases to 12d4, and the range increases to 45 ft; and at 7th level or higher, the damage increases to 16d4, and the range increases to 60 ft.

FLASHFIRES

6th-level evocation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Instantaneous

Classes: Sorcerer, Wizard

When you cast this spell, all Clerics and Paladins within 120 ft. must make a Wisdom saving throw. On a failed save, they take 8d4 fire damage, and automatically lose concentration on spells. For the next 1d4 turns, they are unable to cast any other spells. On a successful save, they take half as much damage, do not lose concentration, and may continue to cast spells.

FLIGHT

1st-level transmutation (ritual)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a feather, consumed in the casting)

Duration: Instantaneous

Classes: Bard, Druid, Sorcerer, Wizard

You draw the breath of wind from the feather in your hands, and as it crumbles to dust, one creature you touch feels their feet slowly lift from the ground. Until the end of their next turn, the target gains a flying speed of 40 feet. When the effects fade, if the target is still in the air, they slowly float 30 feet towards the ground, taking no damage if they land in this way. If the target has not landed after floating 30 feet downwards, they begin falling at a normal rate for the rest of the distance.

FOG

1st-level conjuration

Casting Time: 1 reaction

Range: Self

Components: V, S

Duration: 1 round

Classes: Druid, Ranger

You can use your reaction to cast this spell when you become the target of a ranged attack, creating a wall of fog around yourself and denying your opponent a clear shot. Until the start of your next turn, you have half-cover against all ranged attacks, including the triggering attack.

FORK

4th-level evocation

Casting Time: 1 reaction

Range: Self

Components: V, S, M (two small rocks of hardened lava worth 25 fp total, consumed in the casting)

Duration: Instantaneous

Classes: Sorcerer

You take a spell cast at you and attempt to replicate it, turning it back at your foe. You can cast this spell using your reaction whenever you become the target of a spell or magical ability. When you cast this spell, you must make a Charisma saving throw against the spell save DC of the spellcaster which targeted you with the spell. On a success, you copy and cast the spell which is targeting you. When you do so, you may choose any target within range of the copied spell.

The spell uses your spell save DC or spell attack roll. This spell is cast at the same time as the other spell, and is cast regardless of any conditions or damage afflicted due to the effects of the original spell.

FRAZIER'S CHILLING WIND

5th-level evocation (ritual)

Casting Time: 1 action

Range: 200 feet

Components: V, S, M (a chilled stone or an icicle, consumed in the casting)

Duration: 10 minutes

Classes: Druid

As you finish casting this spell, you slam the stone or icicle into the ground at your feet, shattering it. The temperature in all spaces within range drops as the ground immediately becomes covered in freezing ice, turning the area into difficult terrain. Any creature which moves more than half their speed through this terrain must succeed on a Dexterity (Acrobatics) check or fall prone at the end of their movement. You and up to three other creatures within range are immune to the effects of this terrain, and may move as normal.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, you may choose an additional creature for every slot level above 5th.

FRAZIER'S DARK SACRIFICE

2nd-level necromancy (ritual)

Casting Time: 1 hour

Range: Self

Components: V, S, M (an intelligent creature, consumed in the casting)

Duration: Instantaneous

Classes: Warlock, Wizard

Casting this spell requires a precisely timed and organized ritual, culminating in the killing of a creature with an Intelligence of 6 or greater. After finishing the ritual, if the creature to be sacrificed has 25 or fewer hit points, it automatically dies, and you regain all expended spell slots. If the creature has greater than 25 hit points, they instead lose 25 hit points and nothing else happens. The creature to be sacrificed can not move for the duration of the ritual, or else the spell fails.

GELON'S DEMI-LICH RITUAL

8th-level necromancy (ritual)

Casting Time: 1 action

Range: Self

Components: V, S, M (an onyx worth at least 10,000 gp, consumed in the casting)

Duration: Special

Classes: Cleric, Sorcerer, Wizard

A dark spell, considered forbidden knowledge by many mages guilds and magic colleges. When you cast this spell, you feel the powers of necromancy drain the life force from your very body, as your skin turns grey, cold, and clammy. Your hit points drop to 0, and your maximum hit points are reduced to 0, but you do not die as a result of dropping to 0 hit points. You become immune to necrotic damage and to exhaustion, and no longer need to sleep.

If you would normally regain hit points, you instead gain a number of spell slots based on the amount of healing. Gaining a spell slot requires restoring a number of hit points equal to the level of the spell slot times 10. Any amount of damage that would be dealt to you instead removes a spell slot or several spell slots of total level equal to the damage done divided by 10, rounded down.

You no longer regain spell slots after a short or long rest. Instead, every 24 hours you lose one spell slot of every level of spell slot available to you. If you ever lose all of your spell slots, you immediately die, and your body crumbles to dust. If you die as a result of this spell, you can only be resurrected by a *wish* spell or similarly powerful magic.

GIANT GROWTH

1st-level transmutation

Casting Time: 1 reaction

Range: 15 feet

Components: V, S

Duration: Instantaneous

Classes: Bard, Ranger, Paladin

You may cast this spell using your reaction whenever an ally within range that you can see makes an attack roll or is targeted by an attack. Your ally feels a brief flare of strength, and a once deadly attack is stopped short by the thick knots of muscle growing beneath their skin. For the moment, their attacks carry enough weight to cleave through armor. When you cast this spell, your ally gains a +3 bonus to AC and attack rolls until the end of this turn.

GLOOM

6th-level abjuration (ritual)

Casting Time: 1 action

Range: Self

Components: V, S, M (the mummified finger of a humanoid)

Duration: Concentration, up to 10 minutes

Classes: Warlock

Clerics and Paladins within 60 feet of you must make a Charisma saving throw. On a failed save, they are unable to cast spells unless the spell is cast using a spell slot of 3 levels higher than the base level of the spell. If a spellcaster succeeds on their saving throw, they are immune to this effect for the duration. You automatically know whether a creature has failed their saving throw or not.

GREEN WARD

2nd-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (a druid's spellcasting focus)

Duration: Concentration, up to 1 minute

Classes: Bard, Cleric, Paladin, Ranger, Sorcerer, Warlock, Wizard

You use the remnant magic found within the holy symbol to shield a target for the duration from all damage and effects caused by spells cast by Druids or Rangers.

GUARDIAN ANGEL

2nd-level abjuration

Casting Time: 1 reaction

Range: Touch

Components: V, S, M (a *potion of healing*)

Duration: Instantaneous

Classes: Cleric

You can use your reaction to cast this spell whenever an ally that you can see within range is attacked. Casting this spell prevents the next 3d10 damage that would be dealt to the ally.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you increase the damage prevented by 1d10 for each slot level above 2nd.

HEALING SALVE

1st-level evocation

Casting Time: 1 reaction

Range: 30 feet

Components: V, S, M (a silver coin)

Duration: Instantaneous

Classes: Cleric, Paladin

You can cast this spell using your reaction whenever an ally that you can see within range is attacked. When you cast this spell, you may either prevent the next 3 damage that would be dealt to the target, or you may heal the target for 3 hit points, your choice.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you may prevent or heal an additional 3 damage for every level of the spell above 1st.

HOLY ARMOR

1st-level abjuration (ritual)

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 10 minutes

Classes: Bard, Cleric, Ranger, Paladin

You touch a creature, granting it a modicum of protection against death. The creature gains an additional +2 bonus to AC for the duration. At any time during the spell's duration, you may expend a spell slot as a reaction, granting the target an additional bonus to AC equal to the level of the spell slot expended. This bonus lasts until the end of the target's next turn, at which point the spell immediately ends.

HOLY STRENGTH

1st-level evocation (ritual)

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 10 minutes

Classes: Bard, Druid, Cleric, Ranger, Paladin

Your divine connection surges through the target, struggling to be contained. The target gains a +1 bonus to AC and attack and damage rolls. If the target takes damage during the spell's duration, you must make a Constitution saving throw as normal for maintaining concentration, treating any damage the target takes as damage dealt to yourself for purposes of determining the DC of the saving throw. If you lose concentration on this spell, both you and the target take 1d10 radiant damage as the feedback from the divine power washes through you.

HOWL FROM BEYOND

2nd-level transmutation

Casting Time: 1 reaction

Range: 30 feet

Components: V

Duration: Instantaneous

Classes: Warlock, Wizard

You can cast this spell using your reaction whenever a creature within range makes an attack roll. As you cast the spell, you unleash an unearthly howl, terrifying your foes and granting the target unearthly strength. The target gains advantage on their attack roll and deals an additional 1d4 necrotic damage if the attack hits.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the target gains an additional +1 bonus to the attack roll and deals 2d4 necrotic damage; when using a spell slot of 6th level or higher, the target gains an additional +2 bonus to the attack roll and deals 4d4 necrotic damage; and when using a spell slot of 8th level or higher, the target gains an additional +3 bonus to the attack rolls and deals 8d4 necrotic damage.

HURRICANE

4th-level evocation

Casting Time: 1 action

Range: 120 feet

Components: S

Duration: Concentration, up to 1 minute

Classes: Druid, Sorcerer, Wizard

When you cast this spell, choose a point within range. A pillar of howling wind filling a cylinder with a 15-foot radius and reaching 60 feet high appears, centered on the chosen point. When a creature starts its turn in the cylinder or enters the cylinder for the first time on its turn, it must make a Dexterity saving throw. On a failed save, the creature takes 4d8 bludgeoning damage, and is tossed 10 feet in a random direction. On a success, the creature takes half as much damage, and is not tossed about. Creatures within the cylinder that are currently flying have disadvantage on the saving throw, take double damage, and lose the ability to move up or down within the cylinder until the start of their next turn.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d8 for every slot level above 4th.

INSTILL ENERGY

2nd-level evocation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minutes

Classes: Bard, Wizard

When you cast this spell, you touch a creature, filling it with magical energy. For the duration, the creature's speed is doubled, and it does not provoke attacks of opportunity when it leaves a creature's reach. As an action on your turn, you may allow the target to take another action. When you do so, the spell automatically ends.

ISLAND SANCTUARY

4th-level abjuration (ritual)

Casting Time: 1 action

Range: Self

Components: V, S, M (a nautilus shell)

Duration: Concentration, up to 1 minute

Classes: Bard, Cleric, Wizard

You surround yourself with a shell of protective energy, feeling it feed off of your indifference. While concentrating on this spell, if you do not take an action on your turn, you become immune to all damage except cold and lightning damage until the start of your next turn.

KARMA

6th-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

Classes: Cleric, Sorcerer, Wizard

Choose a creature within range that you can see. Whenever the target casts a necromancy spell, they must make a Charisma saving throw. On a failed save, the target takes 8d8 necrotic damage, and they fail to cast the spell. If the target is a Warlock, they instead take double damage.

LANCE OF ALEXANDER

2nd-level transmutation (ritual)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a spear, or another weapon which deals piercing damage)

Duration: Concentration, up to 1 hour

Classes: Bard, Cleric, Warlock

For the duration of the spell, the target has advantage on the first attack it makes on each of its turns.

LIFEFORCE

4th-level evocation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

Classes: Druid

For the duration of this spell, whenever a necromancy spell or any spell from a Warlock is cast within 30 feet of you, you may expend a 2nd level spell slot or higher as a reaction to counter that spell. The spell's casting fails, and the spellcaster loses the spell slot used to cast it.

LIFELACE

2nd-level transmutation

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: 1 minute

Classes: Druid, Ranger

You suffuse a target with a bit of your own magical energy, altering their spellcasting powers. One target of your choice within range must make a Wisdom saving throw. On a failed save, any spells cast by the target for the duration are considered to have been cast by a druid.

LIFETAP

3rd-level evocation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

Classes: Cleric, Paladin

For the duration of the spell, whenever a druid or ranger casts a spell within 60 feet of you, or whenever a conjuration spell is cast within 60 feet of you, you regain 4d4 hit points.

LIVING ARTIFACT

2nd-level transmutation (ritual)

Casting Time: 1 action

Range: Touch

Components: S, M (some of your hair dabbed with your own blood)

Duration: Concentration, up to 12 hours

Classes: Druid, Sorcerer

You touch the hair to one magical item to which you are currently attuned, imbuing it with a dim copy of true life. For the duration of the spell, a perfect image of your face forms itself in the material of the item somewhere on its surface. Whenever you take damage, the magical item gains one Vitality charge. As a bonus action on your turn, you may expend a Vitality charge from the item to regain 1d4 hit points.

LIVING LANDS

8th-level conjuration

Casting Time: 1 action

Range: Self

Components: V, S, M (the bark of a redwood tree)

Duration: Concentration, up to 1 hour

Classes: Druid

For the duration of the spell, whenever you cast a druid spell, you automatically summon an earth elemental in a randomly determined space within 5 feet of you. This elemental is friendly to you and your allies, and obeys your orders. You may command the elemental as a bonus action on your turn. You are unable to summon another elemental again in this way until the current one disappears. The elemental disappears if it is reduced to 0 hit points, or if you end the spell as a bonus action.

MADDOCK'S DISINTEGRATING BLAST

2nd-level evocation

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

Classes: Druid, Sorcerer

Taking careful aim, you let loose a blast of intense heat, channeling the power of deserts and scorching suns. Make a spell attack roll against a target that you can see within range. If the attack hits, the target takes 8d6 fire damage, and must make a Constitution saving throw. If the target fails its saving throw, it suffers one level of exhaustion. Flammable items and objects hit by this spell immediately ignite, bursting into flames. Any creature reduced to 0 hit points by this spell is immediately reduced to ash, leaving behind only any non flammable objects they were carrying or wearing.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 2d6 for every slot level above 2nd. When you cast this spell using a spell slot of 6th level or higher, the target suffers two levels of exhaustion if they fail their saving throw.

MAGICAL HACK

2nd-level transmutation (ritual)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a puzzle of any kind)

Duration: 24 hours

Classes: Sorcerer, Wizard

When you cast this spell, you touch one magical item which requires attunement. For the duration of the spell, you may change the requirements necessary to attune to the magical item, by changing any specific requirement of one class or race to any other. For example, a magical item requiring attunement by an elf could be changed to require attunement by a dwarf instead. But a magical item requiring attunement by a spellcaster could not, since the item does not require a specific class or race for attunement.

At any time during the duration of the spell, you may cast the spell again on the same magical item, causing the duration of the spell to restart. If at any point the spell affecting the magical item ends, roll 1d20. On a result of 5 or lower, if the magical item is of a rarity of rare or less, it is destroyed. If the magical item is of a rarity of very rare or higher, it's magical effects and abilities are instead nullified for 7 days.

MANA FLARE

6th-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a magical item, consumed in the casting)

Duration: Concentration, up to 10 minutes

Classes: Bard, Sorcerer

You choose a point within range. Whenever a spell is cast within a 60 foot radius of that point, it is automatically treated as if it were cast using a spell slot of one level higher. In addition, all spellcasters within the same radius get a +1 bonus to spell attack rolls and their spell save DC.

MANA SHORT

6th-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

Classes: Sorcerer, Wizard

You choose a target within range, forcing them to make a Constitution saving throw. On a failed save, the target becomes incapacitated and their speed becomes 0 until the end of their next turn. At the end of their next turn, they must make another Constitution saving throw. On a failed save, the creature suffers one level of exhaustion.

MANABARBS

8th-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

Classes: Sorcerer, Wizard

When you cast this spell, choose a point within range. Whenever a creature within 30 feet of that point takes an action, they must make a Constitution saving throw. On a failed save, the creature takes 8d6 psychic damage, and is unable to take actions this turn. On a success, the creature instead takes half damage and no other effects.

MIND TWIST

4th-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a playing card)

Duration: Instantaneous

Classes: Bard, Cleric, Warlock

Choose a creature within range. The target must make a Wisdom saving throw. On a failed save, the target spends the next four turns under the effect of the spell. Whenever the target attempts to take an action, instead roll 1d8 on the table below to determine what action the target takes.

1d8 Target Action

- 1 Target takes the Dodge action.
- 2 Target takes the Dash action.
- 3 Target takes the Disengage action; if they are not currently within a hostile creature's reach, they instead take the Dash action.
- 4 Target takes the Hide action. If there is no cover for the target to hide behind, they instead take the Dodge action.
- 5 Target takes the Attack action, attacking the nearest creature, hostile or friendly. If there are no creatures within range, they instead attack empty air.
- 6 Target drops whatever they are holding.
- 7 Target casts a random spell they have prepared, if they are a spellcaster. If the target is not a spellcaster, they instead take the Attack action, attacking the nearest creature.
- 8 Target takes their action as normal.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the duration of the spell increases by 1 round for every slot level above 4th.

NATURAL SELECTION

2nd-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

Classes: Bard, Druid, Ranger, Sorcerer

Choose any creature within range. That creature must make a Charisma saving throw. On a failed save, you may rearrange that creature's position in the initiative order in any way you choose.

ORCISH ORIFLAMME

4th-level enchantment

Casting Time: 1 action

Range: Self

Components: V, S, M (a strip of cloth and a twig)

Duration: Concentration, up to 10 minutes

Classes: Bard

You fashion a toy banner from the materials, humming a battle-tune to yourself as you do so. When the spell is finished, a ghostly banner forms and floats above your head, before materializing into a full banner. This banner is decorated in any fashion which you choose, as elegantly or as simplistically as you decide. When the spell ends, the banner slowly fades from existence.

For the duration of the spell, all allies within 120 feet of you which can see both yourself and the banner deal an additional die of damage on all weapon attack rolls. This bonus immediately ends if the ally loses sight of you or the banner, and resumes once they can see both again.

PERSONAL INCARNATION

7th-level conjuration (ritual)

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 hour

Classes: Bard, Cleric, Druid, Sorcerer, Warlock, Wizard

As you finish casting this spell, a vaguely humanoid form of pure energy appears in a unoccupied space of your choice within 5 feet of yourself, known as a Personal Incarnation. Your DM has the statistics for the Personal Incarnation, except the Personal Incarnation's mental ability scores are all replaced by your own, and it is proficient in all saving throws in which you are proficient. For the duration of the spell, you may use an action to direct the Personal Incarnation, controlling its movements and actions. On any turn not spent doing so, the Personal Incarnation does not act. If a creature leaving the Personal Incarnation's reach would provoke an attack of opportunity, you may use your reaction to cause the Personal Incarnation to make an attack against the provoking target.

The color of the Personal Incarnation varies, and is decided by you at the time of the casting. Whenever the Personal Incarnation takes damage, you may instead choose to take that amount of damage of the same type, and the Personal Incarnation takes no damage. If the Personal Incarnation is reduced to 0 hit points, it immediately disappears and the spell ends, and you lose half of your current hit points, rounded down.

PESTILENCE

4th-level necromancy (ritual)

Casting Time: 1 action

Range: Self

Components: V, S, M (the blood of a diseased individual, consumed in the casting)

Duration: Concentration, up to 24 hours

Classes: Cleric, Warlock, Wizard

When you cast this spell, you immediately find yourself in crippling pain as your body is rapidly overtaken by a magical disease. When you first cast this spell, and at the beginning of every hour afterwards, you must make a Constitution saving throw. On a failed save, you take 2d6 necrotic damage, or half as much on a successful one. Whenever a creature begins their turn within 15 feet of you, they must make a Constitution saving throw. On a failed save, they are infected with the same sickness as yourself. Any creature infected in this way must make a Constitution saving throw every hour, taking 4d6 necrotic damage on a failed save, or half as much on a successful one. Any creature which begins their turn within 15 feet of an infected creature must make a Constitution saving throw or become infected in the same way.

You choose the exact symptoms of the disease created by this spell, including any visible signs of the disease itself. Any disease created by this spell must cause infected creature to exhibit at least one visible symptom. When the spell ends, you and any creature infected by you are magically cured of the infection. But any creature infected by a creature other than you remains infected. An infected creature may be cured by succeeding on their Constitution saving throw 3 hours in a row.

POOLE'S CHOKING KUDZU

4th-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

Classes: Druid, Ranger

You choose a point that you can see within range, causing thick vines to sprout from the ground. This area is considered difficult terrain. Any creature which enters the area of the vines the first time on its turn or begins its turn there must succeed on a Dexterity saving throw or become grappled. Any creature which is grappled by the vines can escape by making a DC 17 Strength check or Dexterity (Acrobatics) check. At the start of each of your turns, the vines grow thicker and longer, and the area of the spell's effect grows to encompass all spaces adjacent to the effect. This continues until the vines have been destroyed, or until they cover a 30 foot radius. Each space of the vines has AC of 5, 5 hit points, and immunity to psychic and poison damage. Any amount of fire damage dealt to the vines is enough to destroy it, as well as the vines in one randomly determined adjacent space.

POOLE'S FLYING LEAP

1st-level transmutation

Casting Time: 1 reaction

Range: Self

Components: S

Duration: Instantaneous

Classes: Bard, Paladin, Ranger, Sorcerer, Wizard

Quick on your feet, you spring to safety in a flash with nothing but the movement of your feet and a well-planned spell. You can cast this spell using your reaction whenever you make a Dexterity saving throw, gaining advantage on the roll. After making the roll, you may move up to 10 feet from your original position. This movement happens as part of a jump, ignoring difficult terrain.

POOLE'S FRIGHTENING TOUCH

2nd-level enchantment

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 minute

Classes: Bard, Warlock

You mask an ally within a terrifying illusion, causing all who approach them to recoil in horror. For the duration of the spell, whenever the target makes a melee weapon attack against a creature, or whenever a creature that can see the target begins or ends their turn within 5 feet of the target, that creature must succeed on a Wisdom saving throw or else become frightened. An affected creature can end the effect on itself with a successful Wisdom saving throw.

Creatures which can not see the target have advantage on this saving throw. Any creature which succeeds on the saving throw or successfully ends the effect on itself is immune to the effect for the spell's duration.

POOLE'S POTENTIAL COUNTERSPELL

2nd-level abjuration

Casting Time: 1 reaction

Range: 60 feet

Components: S

Duration: Instantaneous

Classes: Wizard

You use your reaction to attempt to interrupt a creature in the process of casting a spell. Make an ability check using your spellcasting ability. If the creature is casting a spell of 2nd level or lower, the DC equals 10 + the spell's level. If it is casting a spell of 3rd level or higher, the DC equals 15 + the spell's level. On a success, the creature's spell fails and has no effect.

POOLE'S SIMULATED SWITCH

3rd-level enchantment

Casting Time: 1 reaction

Range: 30 feet

Components: V, S, M (a small clay doll, consumed in the casting)

Duration: Instantaneous

Classes: Warlock, Wizard

You quickly create a mental link between yourself and an ally, allowing them to take the pain from a blow aimed at you. You can use your reaction to cast this spell whenever you would take damage. Choose an ally within range, forcing them to make a Wisdom saving throw. On a failed save, you instead take no damage, and the target takes an amount of damage equal to the damage that would have been dealt to you. You then regain 10 hit points or half the damage dealt, whichever is lower.

POWER LEAK

2nd-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

Classes: Bard, Sorcerer, Wizard

When you cast this spell, choose one creature within range, forcing them to make a Wisdom saving throw. On a failed save, for the duration of the spell, the target takes 3d6 psychic damage at the end of each of their turns. As a bonus action on their turn, the target may choose to deal 6d6 psychic damage to themselves, causing you to take an equal amount of damage.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage at the end of each of the creature's turns, as well as the damage they deal to themselves, increases by 1d6 for every slot level above 4th.

POWER SINK

3rd-level abjuration

Casting Time: 1 reaction

Range: 60 feet

Components: S

Duration: Instantaneous

Classes: Sorcerer, Wizard

You can use your reaction to cast this spell whenever a creature that you can see within range attempts to cast a spell. When you cast this spell, you must expend an additional spell slot of up to 3rd level. The target may choose to expend a spell slot of the same level. If the target does not, the creature's spell fails and has no effect. In addition, the target loses all remaining spell slots of the same level as the additional spell slot you expended. If the target chooses to expend a spell slot of the same level, the creature's spell is cast as normal.

POWER SURGE

4th-level abjuration

Casting Time: 1 action

Range: 200 feet

Components: V

Duration: Concentration, up to 1 minute

Classes: Sorcerer, Warlock, Wizard

Choose a point within range. Each creature within 60 feet of that point must make a Wisdom saving throw at the beginning of each of their turns. On a failed save, a creature takes 8d6 psychic damage if they didn't take an action on their previous turn, and 4d6 psychic damage if they took any action other than the Attack action on their last turn.

PSYCHIC VENOM

2nd-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (the fang of a snake)

Duration: Concentration, up to 1 minute

Classes: Sorcerer, Wizard

When you cast this spell, choose a creature within range that you can see. The target must make a Wisdom saving throw. On a failed save, for the duration of the spell, the creature takes 1d10 psychic damage whenever they take an action.

PURELACE

2nd-level transmutation

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: 1 minute

Classes: Cleric, Paladin

You suffuse a target with a bit of your own magical energy, altering their spellcasting powers. One target of your choice within range must make a Charisma saving throw. On a failed save, any spells cast by the target for the duration are considered to have been cast by a cleric.

RED ELEMENTAL BLAST

2nd-level evocation

Casting Time: 1 reaction

Range: 60 feet

Components: V, S, M (a piece of charcoal)

Duration: Instantaneous

Classes: Sorcerer

You can use your reaction to cast this spell whenever a creature that you can see within range attempts to cast a spell. An ethereal blast of flame, almost entirely translucent, surrounds the target. When you cast this spell, if the target spellcaster was a wizard, they must make an Intelligence saving throw. If the target fails their saving throw, the spell they were casting fails, and has no effect. If the target is not a wizard, they must instead make a Wisdom saving throw, taking 3d6 psychic damage on a failed save.

RED WARD

2nd-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (a bard's instrument or the finger of a sorcerer)

Duration: Concentration, up to 1 minute

Classes: Cleric, Druid, Paladin, Ranger, Warlock, Wizard

You use the remnant magic found within the material component to shield a target for the duration from all damage and effects caused by spells cast by Bards or Sorcerers.

REGENERATION

3rd-level abjuration (ritual)

Casting Time: 1 action

Range: Touch

Components: V, S, M (the sap of a plant, consumed in the casting)

Duration: 10 minutes

Classes: Druid

When you cast this spell, you pour the sap on a creature in range. For the duration, if the target takes any damage other than fire damage that would reduce it to 0 hit points, it may make a Constitution saving throw instead, with a DC equal to 10 or half the damage taken, whichever is higher. On a successful save, the creature takes no damage instead, as flowers grow from the wound and it quickly heals shut. If the damage dealt to the creature is fire damage, the spell has no effect.

REGROWTH

4th-level abjuration

Casting Time: 1 action

Range: Self

Components: S

Duration: Instantaneous

Classes: Druid

When you cast this spell, you draw power from the natural world around you, regaining two expended spell slots of 2nd level or lower.

REVERSE DAMAGE

6th-level evocation

Casting Time: 1 reaction

Range: Self

Components: V

Duration: Instantaneous

Classes: Cleric, Sorcerer

You can cast this spell using your reaction whenever you are attacked by a creature you can see. Casting this spell prevents all damage that would be done to you by the attack, and causes you to gain a number of temporary hit points equal to half the damage that would have been dealt.

At Higher Levels. When you cast this spell using a spell slot of 8th level, you instead gain a number of temporary hit points equal to the total amount of damage that would be dealt to you.

RIGHTEOUSNESS

2nd-level abjuration

Casting Time: 1 reaction

Range: 30 feet

Components: V, S

Duration: Instantaneous

Classes: Bard, Cleric, Paladin

You can cast this spell using your reaction whenever an ally you can see within range is attacked. Pure, indignant fury quickly shields the ally from harm, and lends your strength to theirs. When you finish casting this spell, the target receives a +7 bonus to their AC and attack rolls until the end of this turn.

RUSH'S RUSHED LIGHTNING BOLT

2nd-level evocation

Casting Time: 1 reaction

Range: 15 feet

Components: V, S

Duration: Instantaneous

Classes: Sorcerer

You react to danger with an immediate alertness, casting this spell as a reaction when a creature steps within range, quickly firing a bolt of energy as they approach. The target must make a Dexterity saving throw, taking 3d10 lightning damage on a failed save, or half as much on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d10 for every slot level above 2nd.

SCHULER'S MIND-BENDER

5th-level enchantment

Casting Time: 1 bonus action

Range: 120 feet

Components: V

Duration: Instantaneous

Classes: Sorcerer, Wizard

Choose a creature which you can see within range. The target must make an Intelligence saving throw, taking 10d10 psychic damage on a failed save, and half as much on a success. After casting the spell, you are dealt an amount of psychic damage equal to half the damage dealt to the target, rounded down.

SINKHOLE

4th-level transmutation

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

Classes: Druid, Sorcerer, Wizard

When you cast this spell, choose a point on the ground that you can see within range. The ground within 30 feet of that point drops in elevation by a depth of your choice, up to 40 feet. All creatures standing in the radius may make a Dexterity saving throw, moving to the nearest spot outside of the radius of the spell on a success. All creatures which fail their saving throw are instead carried downwards with the shifting of the terrain.

If this spell creates a hole in a structure, those creatures take damage as if they were falling from the lowest point of the hole. Any objects in the spell's radius automatically drop with the depth of the spell. Any structures in the spell's radius which are not entirely within the radius of the spell's effect suffer 10d10 points of damage, and portions of these structures may crumble. Structures entirely within the radius of the effect instead take 5d10 points of damage from the shifting of the earth below them.

SIREN'S CALL

2nd-level enchantment

Casting Time: 1 bonus action

Range: 60 feet

Components: V

Duration: Special

Classes: Bard

You begin singing, a song which sounds at once beautiful and terrifying. All hostile creatures within range of the spell which can hear you must make a Wisdom saving throw. On a failed save, those creatures must take the Attack action on their next turn. If those creatures fail to deal damage to another creature on their next turn, they take 2d6 psychic damage at the end of their turn.

SLEIGHT OF MIND

2nd-level abjuration

Casting Time: 1 reaction

Range: 30 feet

Components: S, M (a multicolor piece of rope)

Duration: Instantaneous

Classes: Bard, Cleric, Druid, Sorcerer, Warlock, Wizard

You draw upon the chaos of Limbo to alter the world around you. You can cast this spell using your reaction whenever a creature within range makes an attack or casts a spell which deals damage. As you cast this spell, you change the damage type of the attack or spell to any other damage type.

For example, you could change the damage type of a fireball spell from fire damage to cold damage, or cause a blade to deal psychic damage instead of piercing damage. The effects of this spell are visible to all creatures. The fireball would instead create a burst of snow and ice, and the blade would suddenly seem to turn ethereal and back again.

SMOKE

4th-level conjuration

Casting Time: 1 action

Range: Self

Components: V, S, M (a bottle of smoke, consumed in the casting)

Duration: Concentration, up to 1 minute

Classes: Sorcerer, Wizard

You pour out the bottle of smoke, surrounding yourself with a thick, black cloud. For the duration of the spell, you have three-quarters cover against ranged attacks, and any creature which makes a melee attack against you must succeed on a Constitution saving throw or take 5d4 poison damage.

SPELL BLAST

2nd-level abjuration

Casting Time: 1 reaction

Range: 15 feet

Components: S

Duration: Instantaneous

Classes: Sorcerer, Wizard

You may cast this spell whenever a creature within range that you can see attempts to cast a spell. If the spell the target is attempting to cast is of 1st level or lower, the spell automatically fails, and the target's spell slot is wasted.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the level of the spell which you can counter increases by one for every slot level above 2nd.

SPENCER'S FACE OF TERROR

2nd-level enchantment

Casting Time: 1 bonus action

Range: 15 feet

Components: V, S

Duration: Instantaneous

Classes: Bard, Druid, Ranger, Sorcerer

You make a terrifying face, forcing all creatures within range that can see you to make a Wisdom saving throw. On a failed save, an affected creature takes 3d6 psychic damage and becomes frightened. On a success, they take half damage instead, and do not become frightened. Affected creatures may make a Wisdom saving throw at the end of their turn, ending the effect on themselves with a success.

STASIS

4th-level abjuration

Casting Time: 1 action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

Classes: Wizard

When you cast this spell, all creatures within 120 feet of you must make a Wisdom saving throw. Once the spell begins, any creature which failed their saving throw which takes an action becomes incapacitated at the end of their turn for the duration of the spell. After casting this spell, you become incapacitated for the duration of the spell, though you may still concentrate on spells as normal.

STEAL ARTIFACT

6th-level enchantment (ritual)

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 hour

Classes: Bard, Sorcerer, Wizard

Choose a magical item within range that you can see. If that magical item is currently being worn or carried by a creature, that creature must make a Charisma saving throw. On a failed save, you successfully attune to the magical item in question if it requires attunement, ignoring all requirements for attunement, and ending any attunement another creature may have had with the item. For the duration of the spell, the magical item obeys only your commands, and is unable to be used by any other creature.

A creature may end this effect on an item by using an action to make a successful Charisma saving throw. Any creature which does so automatically attunes to the item if it requires attunement, ignoring all attunement requirements for the item. When the spell ends, your attunement to any item you attuned to as a result of this spell automatically ends.

At Higher Levels. When you cast this spell using a spell slot of 7th level, the duration of the spell increases to 24 hours. When you cast this spell using a spell slot of 8th level, the duration increases to 1 week, and the spell no longer requires concentration. When you cast this spell using a spell slot of 9th level or higher, the duration becomes indefinite, and the spell no longer requires concentration. If at any point you lose attunement with a magic item whose requirements for attunement you do not meet, you are still unable to attune to that weapon.

STONE RAIN

3rd-level conjuration (ritual)

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a sharpened stone, consumed in the casting)

Duration: Instantaneous

Classes: Druid, Sorcerer

You finish casting the spell and toss the stone into the sky, where it hovers for a moment before splitting into hundreds of shards, each one rushing at the ground. Choose a point within range. Each creature within a 30-foot radius of the chosen point must make a Dexterity saving throw, taking 8d6 bludgeoning damage on a failed save, or half as much on a successful one. Objects and structures within the spell's radius take double damage from the spell.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for every slot level above 3rd.

STREAM OF LIFE

3rd-level evocation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

Classes: Druid, Ranger

You touch a creature within range, granting them a number of temporary hit points equal to 3d6 + your spellcasting modifier.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the number of temporary hit points increases by 1d6 for every slot level above 3rd.

SWORDS TO PLOWSHARES

2nd-level evocation

Casting Time: 1 reaction

Range: 30 feet

Components: V, S, M (a dagger, consumed in the casting)

Duration: Instantaneous

Classes: Cleric, Paladin

You can cast this spell using your reaction whenever a creature that you can see within range makes an attack. You reach out with your magic, preventing the damage that will be done, converting pain into comfort, and death into life. When you cast this spell, the damage done by the attack is prevented, and the creature which made the attack roll is instead healed for a number of hit points equal to the damage of the attack.

TEDIN'S BALLS OF FIRE

3rd-level evocation

Casting Time: 1 action

Range: 120 ft

Components: V, S

Duration: Instantaneous

Classes: Sorcerer, Wizard

You launch four large spheres of fire from your palm. Make a spell attack roll against up to four targets you can see within range. Divide 8d6 fire damage evenly between every target hit.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the spell deals an extra 2d6 fire damage and you may target an additional creature for every slot level above 3rd.

THOUGHTPLACE

2nd-level transmutation

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: 1 minute

Classes: Wizard

You suffuse a target with a bit of your own magical energy, altering their spellcasting powers. One target of your choice within range must make a Charisma saving throw. On a failed save, any spells cast by the target for the duration are considered to have been cast by a wizard.

TIMETWISTER

9th-level transmutation (ritual)

Casting Time: 1 action

Range: Self

Components: V, S, M (an object which you have owned for at least 24 hours)

Duration: Instantaneous

Classes: Wizard

You use magic to pluck the strings of time and fate, playing the most intricate piece of music ever conceived. All creatures within 120 feet of you hear painfully beautiful music, and as you finish casting the spell, you feel a rush of energy within your body. You reverse time and return it to a point just after the end of your last long rest.

You and up to six creatures of your choice that you can see within 30 feet of you when you cast the spell retain memory of the events which occurred before the casting of the spell, but all other creatures lose memory of the events that have occurred since your last long rest. After casting this spell, you immediately lose one 9th level spell slot, and suffer one level of exhaustion for every 12 hours of time that are reversed.

TIME WALK

6th-level transmutation

Casting Time: 1 bonus action

Range: Self

Components: V, S, M (an item over 100 years old, worth at least 1000 gp, consumed in the casting)

Duration: Instantaneous

Classes: Wizard

You finish casting the spell, and feel the world subtly shift around you. You take a single step forward and feel the world skip a beat. You take another turn after this one, during which you may only take one bonus action or one action, and may only move up to half your speed for the turn.

TRANQUILITY

5th-level enchantment

Casting Time: 1 action

Range: Self

Components: V

Duration: Instantaneous

Classes: Sorcerer, Warlock, Wizard

You force all spellcasters within 120 feet that are currently concentrating on a spell to make a Constitution saving throw, losing concentration on a failed save.

TSUNAMI

8th-level conjuration

Casting Time: 1 action

Range: Self

Components: V, S, M (a conch seashell)

Duration: Instantaneous

Classes: Cleric, Druid, Sorcerer, Wizard

You draw forth the power of the oceans from the conch shell, turning the shell on its side and holding both points. Water spills forth with intense pressure, swirling and gathering around you before rising up and crashing down, overwhelming all standing before you. When you cast this spell, each creature in a 10 foot cone must succeed on a Strength saving throw, taking 8d6 bludgeoning damage on a failed save, or taking half damage on a success. Afterwards, each creature in a 30-foot wide and 40-foot long area in front of you must make a Constitution saving throw. On a failed save, these creatures take 16d6 bludgeoning damage and are knocked prone, taking half damage and not falling prone on a success.

Any ground within the area of the rectangle becomes difficult terrain if it is not made of stone or a similar hard, nonporous material, as water seeps into the ground, turning it to mush and making it difficult to move. Creatures with a swim speed ignore difficult terrain created by this spell.

TUNNEL

2nd-level transmutation (ritual)

Casting Time: 1 action

Range: Touch

Components: S

Duration: Instantaneous

Classes: Druid, Paladin, Ranger, Sorcerer, Wizard

You shift aside large masses of earth, creating an entrance for yourself and your companions with a mere touch. When you cast this spell, your touch causes a section of wall no larger than a 5-foot cube to collapse inwards, and a tunnel to subsequently form beyond. This tunnel can be up to 30 cubic feet in size, and is automatically rectangular. The tunnel itself must be at least 5 feet tall and 5 feet wide, but can be of any length, as long as the total size of the tunnel adheres to the spell's limits.

This spell can create a tunnel only through loose or packed earth, and the spell fails if you attempt to create a tunnel through solid stone, wood, or some other material.

TWIDDLE

1st-level enchantment

Casting Time: 1 bonus action

Range: 30 feet

Components: V, S

Duration: Instantaneous

Classes: Bard, Cleric, Paladin, Ranger

Choose a creature within range. If the creature is hostile, they must succeed on a Wisdom saving throw, or become unable to take a bonus action on their next turn. If the creature is not hostile, you instead grant them an additional bonus action on their next turn.

UNHOLY STRENGTH

1st-level evocation (ritual)

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 10 minutes

Classes: Bard, Paladin, Ranger, Warlock

You instill some of your own power into the target, aiding them in battle and shielding them from harm. The target gains a +2 bonus to attack and damage rolls and a +1 bonus to AC. If you or the target take damage while concentrating on this spell, the spell automatically ends and you take 1d10 necrotic damage.

UNSUMMON

1st-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

Classes: Cleric, Druid, Paladin, Ranger, Warlock, Wizard

With a word and a wave, you banish a creature which has been summoned from another plane of existence. Choose a creature within range that has been summoned as the result of magic since the end of your last turn. The creature which summoned the target must succeed on a Charisma saving throw, or the target is immediately returned to its home plane. This spell does not affect creatures that arrive on a plane as a result of their own magic.

VOLCANIC ERUPTION

8th-level conjuration

Casting Time: 1 action

Range: 300 feet

Components: V, S, M (a vial of magma, consumed in the casting)

Duration: Special

Classes: Sorcerer, Wizard

When you cast this spell, choose a point within range. The ground within a 30 foot radius of the chosen point begins to quickly rise up, forcing each creature in the area to make a Dexterity saving throw, taking 1d8 bludgeoning damage and falling prone on a failed save, or taking half as much damage and not falling prone on a success. The ground rises until it forms a cone roughly 50 feet high, turning the area into difficult terrain.

The next round, the ground within a 60 foot radius of the original point begins to shake and tremble, forcing each creature within that radius to succeed on a Strength saving throw or be knocked prone. Fire and ash spew violently from the top of the cone, forcing all creatures within a 120 foot cylinder around the original point to make a Dexterity saving throw, taking 6d6 fire damage on a failed save, or half as much on a successful one.

This continues for 5 minutes, after which the effects subside. The following round, the remnant ash begins to fall from the sky, and all creatures within 200 feet of the original point must make a Constitution saving throw. On a failed save, a creature takes 3d6 poison damage and begins to suffocate. A suffocating creature can end the effect by leaving the radius of the spell's effects or succeeding on a Constitution saving throw. This effect continues for an additional 5 minutes.

WANDERLUST

3rd-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V

Duration: 1 minute

Classes: Bard, Druid, Sorcerer, Wizard

When you cast this spell, target creature within range must make a Wisdom saving throw. On a failed save, for the duration of the spell, the creature takes 6d4 psychic damage at the end of each of its turns unless it moves an amount equal to at least half of its movement speed during its turn. Creatures without a movement speed automatically succeed on this saving throw.

WARP ARTIFACT

2nd-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S, M

Duration: 1 minute

Classes: Sorcerer, Wizard

Choose one magical item that you can see within range that is currently attuned to by a creature. That creature must make a Charisma saving throw, or suffer one level of exhaustion for the duration of the spell, so long as they remain attuned to the magic item. The creature does not immediately know what the source of their exhaustion is.

At Higher Levels. When you cast this spell using a spell slot of 5th level, the duration increases to 10 minutes; when using a spell slot of 7th level, the duration increases to 24 hours; and when using a spell slot of 8th level, the duration increases to 1 week. When you cast this spell using a spell slot of 9th level or higher, the duration becomes indefinite, and in addition, any creature which later attunes to the same item must repeat the saving throw or suffer the effects of the spell. This effect may only be removed with a remove curse or wish spell.

WEAKNESS

1st-level necromancy

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (eye of newt)

Duration: 1 hour

Classes: Cleric, Warlock, Wizard

Choose a creature that you can see within range. That creature must succeed on a Constitution saving throw, or suffer one level of exhaustion for the duration of the spell. The effects of this spell may be ended early with lesser restoration or similarly powerful magic.

WEB OF ALEXANDER

2nd-level transmutation

Casting Time: 1 bonus action

Range: 30 feet

Components: V, S, M (a set of spider's legs)

Duration: Concentration, up to 1 minute

Classes: Druid, Paladin, Ranger, Sorcerer, Wizard

Choose an ally that you can see within range. For the duration of the spell, that creature gains a climb speed equal to half their walking speed, and may move along walls, ceilings, and other surfaces without needing to make a Strength (Athletics) check. The area within 5 feet of that creature is considered difficult terrain for the duration, and is coated in thin strands of sticky webbing which seem to ooze from the feet of the creature.

WEBER'S INSTANT DECONSTRUCTION

2nd-level evocation

Casting Time: 1 action

Range: 100 feet

Components: V, S

Duration: Instantaneous

Classes: Sorcerer, Wizard

You unleash a mighty burst of noise, aimed at a nonmagical item no larger than 5 hours by 5 feet in size within range that you can see. If that item is currently being held or worn by a creature, make a ranged spell attack roll against the creature. On a hit, the object immediately breaks, falling to pieces as if massive damage had suddenly been done to it. If the object was being held or worn by a creature, that creature takes 4d10 thunder damage.

WHEEL OF FORTUNE

9th-level evocation (ritual)

Casting Time: 1 action

Range: Self

Components: V, S, M (a set of gambling dice or playing cards)

Duration: Instantaneous

Classes: Sorcerer, Wizard

When you cast this spell, roll 1d100. On a result of 51 or above, you regain all expended spell slots, except for the spell slot used to cast this spell. You take a -1 penalty to this roll for every spell slot you have expended since your last long rest. If you have spent at least one 9th level spell slot, you have disadvantage on this roll.

WHITE WARD

2nd-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (a cleric's spellcasting focus)

Duration: Concentration, up to 1 minute

Classes: Bard, Druid, Ranger, Sorcerer, Warlock, Wizard

You use the remnant magic found within the holy symbol to shield a target for the duration from all damage and effects caused by spells cast by Clerics or Paladins.

WILD GROWTH

1st-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (the seed of a tree)

Duration: Instantaneous

Classes: Druid, Ranger

Choose a space you can see within range which currently has at least some plant growth on it. The plants in the chosen area suddenly grow at an alarming pace, becoming three times as large as before. Crops grow tall and heavy, vines grow thick, and trees vastly increase their girth and height. That space is now occupied by the plant if it were not before, providing cover and preventing movement as appropriate. Any creature which was in the space when the spell was cast is automatically pushed into the nearest open space. This movement does not provoke attacks of opportunity.

WORD OF COMMAND

4th-level necromancy

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: Instantaneous

Classes: Warlock, Wizard

Choose a creature that you can see within range and that can hear you, forcing them to make a Charisma saving throw. On a failed save, you take control of that creature until the end of your next turn. On that creature's next turn, you may control their movements and actions, though the only action they may take is to cast a spell. You may use that creature's action to cast any spell you know and have prepared, even if the creature is not a spellcaster, so long as they can perform the verbal and somatic components required, and you have any required material components. You may also use the creature's action to cast any spell which they know and have prepared, if they are a spellcaster.

Any spells you cast using the controlled creature's actions are determined to have come from the creature for purposes of determining the range of the spell, but the spell attack bonus and the DC of any saving throws made as a result of casting the spell are determined by your spellcasting ability.

WRATH OF GOD

8th-level evocation

Casting Time: 1 action

Range: 360 feet

Components: V, S, M (a spellcasting focus, consumed in the casting)

Duration: Instantaneous

Classes: Cleric

When you cast this spell, choose a point within range that you can see. When you finish casting the spell, a sphere of radiant energy appears in the chosen space and fills a 30-foot radius around it. All creatures within that radius must make a Constitution saving throw. On a failed save, the creature dies immediately, being reduced to ash as they do so. On a success, the creature instead takes 20d10 radiant damage. This damage is not subject to damage resistance or immunity. If this damage reduces a creature to 0 hit points, they are killed immediately, and their body is reduced to ash.

All creatures within a further 30-foot radius of the chosen point past the first radius must make a Constitution saving throw, taking 20d10 radiant damage on a failed save, or half as much on a success. This damage is not subject to damage resistance. If a creature which fails this saving throw is reduced to 0 hit points, they are killed immediately, and their body is reduced to ash.

All non-sentient magical and nonmagical objects within 60 feet of the point are immediately destroyed and reduced to ash. The terrain within 120 feet of the point becomes difficult terrain, and is considered consecrated ground. After you finish casting the spell, you immediately suffer three levels of exhaustion.

CHAPTER 4: CREATURES

Contained in this chapter is a collection of nearly 100 new creatures and NPCs for use in your campaign. The creatures here cover a variety of types and shapes, for use in a multitude of different games. Within you will find assassins for games of espionage and intrigue, constructs capable of devastating continents, spellcasters wielding powerful magic, and dozens of other creatures capable of all sorts of amazing and astounding things. Step inside, and see what's on offer.

AIR ELEMENTAL

Differing in immense ways from their wind elemental cousins, but easily confused as being one and the same, air elementals are vicious creatures. Embodying the chaotic forces of storm winds, every one of these elementals is unique in that they are connected at all times to the Elemental Plane of Air.

Planar Energies. At the center of every air elemental sits a miniature planar portal, which feeds energy from the Elemental Plane of Air directly into the elemental's body. The other side of these portals sit very near to the edge of the elemental planes, close to the Demiplane of Lightning, in the Sea of Storms. Air elementals are native to this area, and when they are on their home plane, these miniature planar portals disappear for a time. It is only when an air elemental is summoned to another plane that the connection resumes.

Power of the Storm. Air elementals are capable of using the howling gales which power their bodies to force the air around them to move at dizzying speeds. These gale force winds allows them to cause lacerations simply by moving near a creature. In addition, they may summon up the elemental power they harbor within them to expel bursts of air, thunder, and lightning to blow away nearby threats, along with any other loose objects caught in the blast.

Undetectable Movement. Despite their aggression, air elementals are actually very physically weak, only capable of interacting with the world around them using compressed air expelled from their bodies. This physical weakness, combined with their quick movements, cause air elementals to nearly disappear when they move, making them almost impossible to spot without the aid of magic. The air elementals have learned to use this to their advantage, ambushing creatures from thin air before quickly disappearing again in the confusion, making quick work of prey using hit-and-run tactics.

AIR ELEMENTAL

Large elemental, chaotic evil

Armor Class 15

Hit Points 66 (12d10)

Speed 0 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	21 (+5)	10 (+0)	14 (+2)	16 (+3)	8 (-1)

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons

Damage Immunities cold, lightning, poison, thunder

Condition Immunities grappled, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 13

Languages Common, Primordial

Challenge 7 (2900 XP)

Gone with the Wind. Whenever the elemental moves, it becomes invisible for the duration of its movement. Once per turn, while invisible in this way, the elemental may make a single slash attack against a creature within reach. The elemental has advantage on this attack.

Wind Power. Whenever a spell or effect would cause the elemental to make a Strength saving throw, it may make a Dexterity saving throw against the effect instead.

Actions

Multiattack. The air elemental makes three slash attacks.

Slash. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit* 14 (2d8 + 5) slashing damage.

Storm Breath (Recharge 5-6). The air elemental summons a raging burst of wind, lightning, and thunder from deep within its body. Each creature in a 30 foot cone must make a DC 15 Dexterity saving throw. On a failed save, creatures take 11 (2d10) lightning damage and 11 (2d10) thunder damage and are pushed back 10 feet. On a success, a creature takes half as much damage, and is not pushed back. Any object in the cone not anchored to the ground and not being worn or carried is pushed 30 feet directly away from the elemental. If a creature is in the path of an object pushed this way, that creature must make a DC 12 Dexterity saving throw, taking 7 (2d6) bludgeoning damage on a failed save.

BIRD OF PARADISE

One of the most highly recognized and greatly sought after magical creatures in all the world, a bird of paradise is an awe-inspiring sight at the best of times, and a literal godsend in the darkest. These creatures are innately sensitive to magic, requiring it to survive, and seemingly capable of seeking it out wherever it exists.

BIRD OF PARADISE

Small beast, unaligned

Armor Class 12

Hit Points 13 (5d6 - 5)

Speed 10 ft., fly 35 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	14 (+2)	8 (-1)	2 (-4)	12 (+1)	15 (+2)

Saving Throws Cha +4

Senses passive Perception 11

Languages —

Challenge 1/2 (100 XP)

Limited Magical Immunity. The bird of paradise can't be affected or detected by spells of 6th level or lower unless it wishes to be. It has advantage on saving throws against all other spells and magical effects.

Mana Storage. When targeted by a spell of 1st level, the bird of paradise is able to absorb the spell, storing it for later use. If the bird of paradise is targeted by another spell of 1st level, it may choose to either keep the previous spell or absorb the new one. If it chooses to absorb the new spell, the previous spell is lost with no effect. The bird of paradise loses any stored spells after it finishes a long rest.

Actions

Beak. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit* 2 (1d4) piercing damage.

Cast Spell. The bird of paradise casts a single spell which it has stored. The bird of paradise uses Charisma as its spellcasting ability, or the original attack roll or saving throw of the spell, whichever is higher.

Plumes of Magic. Birds of paradise are beautiful, elegant birds found across many worlds and in almost every environment, but are still exceedingly rare creatures at best. Birds of paradise come in many different varieties, with several shapes and color variations, but all hold in common an immunity to all but the strongest of magic, and the ability to store weaker spells for their own use. No bird of paradise has ever been seen to eat organic material. Instead, the birds seem to fly with little direction, seeking out even the most minute sources of magic. Once a bird of paradise has found such a spot, they dust the object with their feathers, apparently absorbing the magical energy, and by doing so, sustaining themselves as well. Because birds of paradise are known to absorb magic through their feathers, many mistakenly believing them to be filled with residual magical power, putting them at risk of poachers. In truth, the feathers are merely beautiful trinkets. While some magic can often be detected from the feathers, normally matching the same school of magic as their last meal, the feathers themselves hold no power. Any bird of paradise which has its plumage removed loses the ability to absorb magic, rendering it both susceptible to magical harm, and unable to sustain itself properly. It is speculated that birds of paradise are capable of eating when pushed, but most birds who lose their feathers simply waste away, having essentially starved to death.

Unknown Origins. The origin of these birds is unclear, as is that of their vague and sometimes misleading name. Some speculate that the birds are a natural byproduct of magical environs, a mutation of normal avians which resulted in a species adapted to thrive in areas with high concentrations of magic. While this theory helps to rationalize the great variety of their appearance and habits, it does little to explain the paradox of their wide range but limited population. Another theory posits the idea that the birds, like some famous magical creatures, were created by mages seeking to develop a living magical battery. As to why the birds are found in so many places, and why the secret of their creation is then entirely unknown, is another problem. Some mages believe the birds may actually be native to the same plane as the mysterious Rakshasas, with whom they share a limited immunity to certain spells, speculating that wherever this plane is, it must be rife with magic for the birds to live on.

Familiar Popularity. Because of the birds' ability to both absorb and release minor spells, many wizards would gladly pay enormous sums for a bird of paradise to train as a familiar, particularly spellcasters adept in combat. While the birds themselves are rather frail, the chance for the bird to deflect a dangerous spell is incredibly valuable, extending a war wizard's lifespan by the few precious seconds needed to make a difference. However, even more scholarly spellcasters are fond of the birds, both for their use in storing spells for magical experimentation, and for the birds' quality as a companion. Being very gentle and kind creatures, one treated well will gladly stay nearby to a spellcaster capable of caring for them. Unfortunately, a bird of paradise is often notoriously difficult to care for, requiring special attention and care, lest they cease to feed on the magic given to them and begin to waste away without the spellcaster's notice.

BLACK KNIGHT

Tales of Black Knights abound in the legends of all parts of all worlds, taking various shapes as they do so, but each coming down to a single idea. A worthy and admirable protector, turned to the side of evil by corrupting influences, either from within, or without. The idea of a black knight has captured the imagination of bards going back centuries, often making it hard to separate fact from fiction when it comes to tales of historical black knights.

Combative Personality. Despite popular belief, most black knights are not truly evil at heart. In order to give oneself to the path of a black knight, the only requirement is a true love of combat in all its forms. A black knight, above all else, values combat for the sake of combat alone. It is true that many black knights also crave power, or delight in the existential power of death, but these are traits found in many people. But all true black knights relish a good and challenging fight. A black knight prefers to engage in hand-to-hand combat whenever possible, but such fights are not often to be found, and they are thoroughly trained in all the weapons of warfare. Most black knights also ride a mount of some sort, giving rise to the classic storybook image of black armor on a black warhorse, but black knights rarely engage in mounted combat. For most, the use of a lance can be seen as equally as impersonal as fighting from range, lacking the luster of true combat; obviously not all stay true to this belief however. Those that are willing to fight upon the back of a mount, armed with a lance, often prove to be far deadlier foes.

In Dark Company. Black knights rarely work in groups, their desire for challenging combat often pitting them against each other before their plans can bear fruit, but organized guilds of them are known to exist in some places. The command structure of such alliances varies between two extremes. On one side there is extreme rigidity, with each member given a defined rank and purpose, and movement possible only through challenging superior members to one-on-one combat and coming away victorious. In these guilds, leadership can often fall to the shoulders of a long individual for decades, before suddenly being replaced overnight when the previous leader is defeated by someone younger, stronger, and more willful. On the other hand are guilds in which there is little, if any, organization at all. In these guilds, each member is given an equal say and equal share, no matter the level of combat prowess a knight may possess. Instead, when disputes arise in the decision-making process, the knights may challenge each other in combat to prove the superiority of their choice. No matter the organizational style, even long-term guilds of black knights are capable of sudden collapse when disputes between members exceed personal combat, and begin to cause fundamental schisms in the membership of a guild. Tales exist of even centuries old establishments having suddenly collapsed when the members turned to bloody infighting over disputes both minor and major.

BLACK KNIGHT

Medium humanoid, lawful evil or lawful neutral

Armor Class 18 (chain mail)
Hit Points 78 (12d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	15 (+2)	11 (+0)	11 (+0)	12 (+1)

Saving Throws Str +5
Skills Intimidation +3, Perception +2
Damage Immunities radiant
Senses passive Perception 12
Languages Common
Challenge 3 (700 XP)

Dark Protection. The black knight is immune to radiant damage, and has advantage on saving throws made to resist spells cast by clerics or paladins.

First Strike. The black knight has advantage on the first attack roll it makes on each of its turns.

Actions

Multiattack. The black knight makes two attacks with its longsword, or one attack with its longsword and one attack with its crossbow.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10+3) slashing damage if wielded with two hands.

Heavy Crossbow. *Ranged Weapon Attack:* +2 to hit, range 180/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

As Tradition Dictates. A black knight does not always dress in black, is not always found mounted upon a dark steed with eyes of red, and most black knights are nothing but mere men well-versed in the art of combat. But the traditional dark color, as well as their ill reputation, come from the oldest known black knights. These beings were said to have been knights who so loved combat, that they made unbreakable blood pacts with devils and foul creatures of darkness. These knights sold their souls in return for an extended lifetime of combat, a never ending contest of strength against each new generation. These original black knights also came away from their dark rituals with power that few others could match, championing the cause of wicked patrons while spreading death and decay wherever they went. The beings who signed these bargains, their lust for combat leading them to trade away their humanity, are said to still somewhere wander the world. While a few most certainly lie in the depths of the Nine Hells, their everlasting souls condemned to fight for the pleasure of their masters, some no doubt still wander their homelands to this day. These beings are left with nought but to seek ever stronger challengers, fighting battle after battle, soon to join their hell-trapped brethren when at last a foe mightier than them spills the life from their ancient veins.

BOG WRAITH

Like normal wraiths, bog wraiths are the products of death through extreme violence. In particular, bog wraiths are the souls of those who died while trapped in swamps and bayous, eventually succumbing to dangerous animals or violent residents. The anger which fuels these wraiths is much more intense than normal, as their spirits are forced to wander dark and unfamiliar surroundings in their undeath.

Born of the Swamp. Because of their connection to the darkened canopies of swampland, bog wraiths are far more dangerous to encounter when in the dark. Just as with a normal wraith, a bog wraith is weakened in the sunlight, and presents a much easier foe. But in the dark, a bog wraith grows twice as strong, becoming a truly fearsome opponent. Bog wraiths also have control over the twisted plants of the swamp, using the vines to drag creatures into the murky swamp water, hoping to drown them. Bog wraiths will often use these vines to hold their victims still as they drain the life from them, before resurrecting the creature into a spectral servant for them to command.

Spectral Leader. Because of the danger bog wraiths present, it is not uncommon to encounter them with several specters already under their control. A swamp inhabited by a bog wraith is usually the source of several disappearances, but even so, nearby towns and villages may not even know of the bog wraith's presence, believing the disappearances to be the result of travelers getting lost in the unfamiliar and marshy terrain. When fighting a bog wraith surrounded by specters, it is important to remember that the poor souls are beyond saving, and everything they do is entirely at the behest of the wraith.

In the Darkness Found. While sources of light other than the sun do not affect their ability to fight, both bog wraiths and their specters despise light in all its forms. Because of this, they will generally target any creature holding a source of light first. The wraiths and its specters will attempt to smother the light, drowning everything in darkness, trying to throw their victims into a panic while granting themselves the full extent of their powers. Capable adventurers may try to use this to their advantage, luring the wraith to specific targets first by holding torches or other objects marked with the light spell.

BOG WRAITH

Medium undead, neutral evil

Armor Class 14 (natural armor)

Hit Points 68 (9d8 + 27)

Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	18 (+4)	18 (+4)	11 (+0)	15 (+2)	14 (+2)

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 12

Languages the languages it knew in life

Challenge 6 (2300 XP)

Incorporeal Movement. The wraith can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object

Sunlight Sensitivity. While in sunlight, the wraith has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Swampwalk. While in darkness, the wraith has advantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Life Drain. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit* 26 (5d8 + 4) necrotic damage and the target must succeed on a DC 15 Constitution saving throw or have its hit point maximum reduced by an amount equal to the damage. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Control Plants. The wraith causes blackened, tangled vines to burst from the ground and begin wrapping themselves around a creature within 10 feet. The target must succeed on a DC 15 Dexterity saving throw or be restrained. A restrained target can escape the vines with a DC 15 Dexterity (Acrobatics) or Strength check.

Create Specter. The wraith targets a humanoid within 10 feet that has been dead for no more than 1 minute and died violently. The target's spirit rises as a specter in the space of its corpse or the nearest unoccupied space. The specter is under the wraith's control, and has advantage on attack rolls and Wisdom (Perception) checks that rely on sight while in darkness. The wraith can control no more than seven specters at a time.

CLOCKWORK BEAST

A clockwork beast is the result of hundreds of hours of work, a machine crafted from thousands, sometimes even millions, of tiny gears and wires, all in the pursuit of creating the perfect predator. Created by master artisans from the outer planes, a clockwork beast is viewed by some as an incredibly deadly work of art, and others as a good to be sold on the market for high sums. While the exact shape of a clockwork beast varies between creators, there are a few machines distinctly recognizable as the work of famed engineers.

Relentless Hunters. These powerful machines are built to last a lifetime, never stopping once started, to be used to hunt a quarry across vast distances, including across planar boundaries. To ensure their machines never fail, the power source of a clockwork beast is often magical in origin, but not always. Some master artificers prefer to work with no magic at all, instead designing a clockwork beast to run on nothing but the power of its gears, wound only once, but continuing to move across ages. It is said that the artificer credited with the creation of the original clockwork beast thousands of years ago eventually became so proficient in their creation, that before their death, they finished a clockwork beast which still runs today, without a hint of magic.

Black Market Reputation. Originally created to serve as guardians for important locations, sold to those who could afford them, the creatures often proved too uncontrollable for use in guard duty, resulting in tragic accidents involving uninformed servants and unsuspecting passerby. However, the relentlessness inherent in the beasts quickly carved a niche for them in the market of mercenary work and bounty hunting. When dealing with exceptionally dangerous renegades or bounties which seem to always slip through the cracks, a mercenary might bring in a clockwork beast to aid their hunt. These transactions are not always legal, and while the sale of such a dangerous machine might be formally outlawed, they are always easy to find in black markets which traffic in wares from the outer planes.

Rechargeable Efficiency. While incredibly dangerous up close, the true reason for the popularity of clockwork beasts are the efficiency with which they hunt their quarry. A clockwork beast requires no rest, and unlike other machines dedicated to seeking out prey, they can go for extended periods of time without issue. In an extended hunt, a clockwork beast has no issue following its prey, but once in direct combat, they quickly slow down, losing efficiency as the fight continues. But this slow-down is planned, and a clockwork beast always keeps a small amount of kinetic energy in reserve, using this remaining energy to kickstart a series of gears deep in its core. When this happens, a clockwork beast pauses only momentarily, before picking itself back up to once again fight at full efficiency. This moment of pause is often the best time to strike when fighting one, as during it, the beast is rendered incapable of moving or attacking. However, the machines are often so adept at clearing the area around them, this moment of pause rarely presents a problem for them.

CLOCKWORK BEAST

Large construct, unaligned

Armor Class 20 (natural armor)

Hit Points 242 (21d10 + 126)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	22 (+6)	4 (-3)	13 (+1)	1 (-5)

Damage Vulnerabilities cold, lightning

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantine

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened, petrified, poisoned, stunned

Senses darkvision 120 ft., passive Perception 11

Languages understands the language its creator designates but can not speak

Challenge 9 (5000 XP)

Clockwork Counters. The clockwork beast begins combat with a +7 bonus to its attack and damage rolls (included in the statistics.) If the clockwork beast takes an action on its turn, this bonus decreases by 1 at the end of its turn.

Actions

Multiattack. The clockwork beast makes two attacks with its claws and one attack with its tail.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 19 (2d8 + 10) slashing damage.

Tail. *Melee Weapon Attack:* +10 to hit, reach 10ft., up to two targets within 5 feet of each other. *Hit* 24 (4d6 + 10) bludgeoning damage.

Wind Up (Recharge 5-6). The clockwork beast spends a turn recharging itself, increasing the bonus to its attack and damage rolls back to +7. Until the start of its next turn, the clockwork beast is incapacitated, and its speed is reduced to 0.

CLONE

Medium fey (shapechanger), lawful evil

Armor Class 12

Hit Points 21 (6d8 - 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	12 (+1)	8 (-1)	19 (+4)	17 (+3)	21 (+5)

Saving Throws Cha +8

Skills Deception +8, Insight +6, Nature +7, Persuasion +8

Condition Immunities charmed

Senses passive Perception 13

Languages Common, Sylvan

Challenge 8 (3900 XP)

Quicksilver Tongue. Whenever the clone is in disguise, it immediately feels at home, granting it advantage on all Charisma saving throws and ability checks.

Actions

Clone. The clone transforms itself into a copy of any humanoid within 60 feet that it can see. The clone's appearance changes to look exactly like the target, and all attempts to distinguish between the two require a DC 19 Wisdom (Insight) check. When the clone becomes a copy of a target, the clone's hit points, speed, and physical ability scores all change to reflect the target as well. Equipment and armor worn by the target are also duplicated, granting the clone the same attacks and armor class as the target. While the clone remains a copy of the target, the clone also knows all languages which the target knows, in addition to its normal languages. The clone may end this effect on itself at any time. If the clone dies while disguised as a target, its dead body reverts back to its natural form 1d4 hours after death. Any armor or equipment removed from the clone while it is transformed disappears after it reverts back to its true form.

CLONE

Clones are fey agents of the Unseelie Court, brash and overconfident beings which excel at all things political. Most commonly used by higher ranking fey as agents of their will on other planes, clones are almost always accompanied from afar by a fey assassin. When the assassin eliminates a high profile target, the clone quickly takes its place, with no one aware the swap was ever made. Because clones are able to remain disguised indefinitely, they are usually given long-term assignments, and there are many times a clone has kept up their charade for several decades.

Power and Pleasure. While disguised as other individuals, clones will often use their superior social skills to maneuver themselves into positions of influence and importance, even when these positions may have nothing to do with their greater purpose. Clones are fey which very much enjoy the finer things in life, and while many fey feel uncomfortable anywhere other than the Feywild, a clone often feels most comfortable wherever it can allow itself to be pampered. Many semi-important individuals have suddenly become more influential and socially graceful, worming their way into greater power using their charm. Oftentimes these people were clones in disguise, agents of higher powers sent for some hidden purpose, disguised from those around them until too late.

Strength at Hand. Most clones abhor battle, their true forms sorely lacking in the physical department, and useless in a fight. While rarely a clone might copy an individual with a strong physique, the majority find their diplomatic bodies almost entirely useless when faced with drawn blades. In such a crisis, a clone picks out the most physically adept of its enemies and copies their form, endowing themselves with all their foes skills and abilities as well. Many clones disguised as nobles or politicians will often hire muscular servants and bodyguards to remain at hand, both to defend their lives as hired, and to copy their forms if worst comes to worst.

Physical Trappings. The natural form of a clone is exceptionally nondescript, resembling a gangly elf with pallid gray skin, eyes to match, and a sallow face. In their natural state, all clones resemble each other perfectly, entirely indistinguishable from any other member of its race. Because of their desire for beauty and independence, a clone is naturally inclined to hate their own appearance, preferring to take on fantastical shapes whenever possible. Such clones are often the source of reports that yuan-ti or giants are attending fey courts, the clones having taken these fantastic shapes in preparation for the event. When brought together in large groups to socialize, clones will often take delight in performing feats of strength and acrobatics, attempting to prove that they have captured the strongest shape amongst their peers. Such gatherings can often present rare and unique opportunities for other creatures in disguise to freely walk amongst the clones, pretending to simply be another fey while conducting their business.

COCKATRICE, DRAGONBLOOD

The cockatrice is a well known creature in legend, a hazard for travelers and rural guards, one which must be carefully dealt with before the creature's infamous bite can get out of hand. A cockatrice not quickly dealt with risks going from menace to deadly terror.

Stone Diet. A cockatrice is well known for petrifying their prey before consuming them, but the bird's small size ensures most humanoid rarely wind up on the dinner menu. Instead, they are most often dangerous in rural areas, where entire farms of smaller animals such as hogs and sheep might be turned to stone overnight. A cockatrice often attempts to turn as many creatures to stone as possible before eating its fill, leaving the remaining statues for another day. However, in the rare event a cockatrice manages to petrify a creature of draconic blood, a magical compulsion forces them to begin feasting immediately.

Blood of the Dragon. If a cockatrice consumes enough draconic flesh, they undergo a terrible transformation. Physically there are very few changes to the creature- more scales where before there was only loose and baggy flesh, and a healthy new complexion for the creature. But inside, the cockatrice has grown to become a horrifying threat. Stronger, more agile, tougher to kill, and worst of all, far less exclusionary in its choice of meal. The bite of a so-called dragonblood cockatrice is much more potent than before, and the magical petrification it causes is almost impossible to prevent. Any who succumb are rarely brought back, but those who are claim it to be a harrowing experience, in which the victim remains fully conscious for the duration. In addition, the breath of the cockatrice becomes poisonous to those exposed to it, a toxin which renders them totally immobile, transforming them into a defenseless snack.

Unscrupulous Scavengers. In order to become a dragonblood cockatrice, a normal cockatrice doesn't need to devour a true dragon. Indeed, the idea of a cockatrice managing to eat a fully-grown dragon seems appropriately ridiculous. But any creature with draconic blood can cause the change, such as drakes or wyrms. Even dragonborn or humans with a touch of draconic blood have been known to cause the change. Worst of all, the cockatrice doesn't need to devour living flesh for the transformation to happen. While cockatrice prefer living prey, in hard times they'll resort to petrifying and eating old carcasses if necessary. If the carcass in question happens to be that of a drake or dragonborn, the cockatrice may still eat enough of the flesh to cause the transformation.

DRAGONBLOOD

COCKATRICE

Small monstrosity, unaligned

Armor Class 14 (natural armor)

Hit Points 81 (18d6 + 18)

Speed 20 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+3)	13 (+1)	2 (-4)	15 (+3)	5 (-3)

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 7 (2900 XP)

Self Reflective. Whenever the cockatrice sees its reflection, it must make a DC 13 Dexterity saving throw to avert its eyes, or else become immediately petrified.

Actions

Multiattack. The cockatrice makes two bite attacks.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage, and the target must succeed on a DC 16 Constitution saving throw against being magically petrified. On a failed save, the creature begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified permanently. This effect may only be removed with greater restoration, or similarly powerful magic.

CRAW WORM

Gargantuan dragon, unaligned

Armor Class 16 (natural armor)
Hit Points 115 (10d12 + 50)
Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	21 (+5)	2 (-4)	16 (+3)	4 (-3)

Condition Immunities frightened, prone
Senses darkvision 120 ft., passive Perception 13
Languages —
Challenge 6 (2300 XP)

Frightening Hunter. As the worm moves, its enormous body crushes trees and other plants in its way, creating a deafening roar. Any creature which can hear the worm when it moves must succeed on a DC 15 Wisdom saving throw or become frightened. The creature may make another saving throw as an action during each of its turns, ending the effect on itself on a success. The creature has disadvantage on this saving throw if it can see the worm. If a creature succeeds on this saving throw, it becomes immune to this effect for 24 hours.

Oversized Body. The craw worm's enormous size allows it to grapple up to three creatures at a time, so long as the creatures are Large size or smaller.

Actions

Multiattack. The craw worm makes one bite attack, and then either makes one attack with its tail or constricts one creature it has grappled.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) piercing damage.

Tail. *Melee Weapon Attack:* +9 to hit, reach 15 ft., up to three targets within 5 feet of each other. *Hit:* 15 (2d8 + 6) bludgeoning damage, and the target must make a DC 15 Strength saving throw or be grappled by the craw worm.

Constrict. The craw worm tightens its coils around one creature that it currently has grappled, forcing them to make a DC 18 Strength saving throw, taking 24 (4d8+6) bludgeoning damage on a failed save, or half as much on a success.

CRAW WORM

An enormous predatory worm which stalks the largest forests and jungles, the predatory pinnacle of the food chain. Unlike a true dragon, the craw worm is not a very intelligent beast. Seeking only to fulfill its enormous appetite, legends across the world speak of terrifying earthquakes caused by two of these creatures deciding that the other would make a filling meal.

Mindless Devourer. The craw worm lives only to seek its next meal, requiring massive amounts of food in order to power its enormous body. Because of this, the craw worm does not sleep, and it does not think. Despite its lack of intelligence, the craw worm is just as dangerous as other dragons, capable of overcoming nearly any obstacle put in its path. Once a craw worm has been sighted in a forest, the residents will often evacuate the area en masse, attempting to flee from the destruction which will surely follow.

Powerful Hunter. Because the craw worm requires so much energy to survive, and expends so much merely to chase after prey, the only time the craw worm stops is when it encounters large prey. The larger the beast a craw worm kills, the longer it will stay in one place as long as possible, attempting to gather as much energy from its meal as it can. During this time, because of the stillness of its movements, other creatures may pass by the craw worm without even becoming aware it sits there. If the creature is large enough, the craw worm will quickly lash out and devour it whole, returning to a placid stillness to conserve energy. In this way, a craw worm might cease to move for weeks or even months at a time, long enough for the forest around it to grow over its still body.

Ultimate Challenge. Because of the craw worm's reputation as a destroyer of forest dwelling civilizations, some cultures which place high value on the hunting of big game see the craw worm as the ultimate hunter's challenge. Its sheer size alone marks it as a hunter's dream, and the rare few who have ever faced a craw worm and come back alive are forever renowned in these cultures. Even more so are those who actually manage to kill one of the beasts, though such claims are hard to verify after a few years. Attempting to bring back more than a spine or a scale is difficult because of the size of the creature, and a decayed body is not much proof.

DEMONIC HORDE

Huge swarm of fiends (demon), chaotic evil

Armor Class 15

Hit Points 305 (29d8 + 174)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	20 (+5)	22 (+6)	8 (-1)	17 (+3)	6 (-2)

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing damage from nonmagical weapons

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned, prone, stunned

Senses darkvision 120 ft., passive Perception 13

Languages Abyssal

Challenge 12 (8400 XP)

Siege Monster. The demonic horde deals double damage to objects and structures.

Swarm. The swarm can occupy another creature's space, and the swarm can move through any opening large enough for a Medium fiend. The swarm can't regain hit points or gain temporary hit points.

Unfocused. If the demonic horde does not reduce a structure to 0 hit points or take at least 30 points of damage in a turn, the horde automatically loses 30 hit points as it tears itself apart.

Actions

Shred. *Melee Weapon Attack:* +9 to hit, reach 0 ft., up to three targets in the swarm's space. *Hit:* 18 (3d8+5) slashing damage.

Rally (Recharge 5-6). The demonic horde gathers itself together, united for a brief moment in one fiendish purpose. The swarm's damage is doubled until the end of its next turn.

DEMONIC HORDE

Demons as a whole are not recognized for their excellent teamwork. In the Abyss, home of all demons, it is kill or be killed, and the senselessness of the plane rarely bears the fruits of collaboration. But on the Material Plane, a place filled with an overabundance of things to destroy and creatures to kill, there is a chance that a sufficiently large group of demons may bring themselves to a frenzied madness, turning quickly into an unstoppable horde.

Endless Numbers. Bringing a demon from the Abyss to the Material Plane is never an easy task, and no lone spellcaster could ever manage such an accomplishment. But for the crazed cults which give worship to the powerful demon lords, the greatest accomplishment is often opening a direct link between this world and the Abyss. And when such a thing happens, dozens or even hundreds of demons may come swarming through. And when they do so, their desire to rampage may drive them into a mindless horde.

Group Dynamic. As engines of chaos, demonic hordes are driven only by a desire to destroy, engulfing and overwhelming everything in sight. Demonic hordes rarely last for very long, their intense longing for destruction causing them to rip themselves to shreds when they are without a driven purpose. But under the right circumstances, a horde may remain for hours, or potentially days. For these made and frenzied creatures, even such a short span of time is enough to bring an entire civilization to its knees.

Beyond Control. A demonic horde never incorporates powerful demons or those with higher intellect, as such creatures are less prone to the insane desires which plague their weaker brethren. However, such demons do occasionally try to harvest the power of demonic hordes for themselves, attempting to act as a guiding force for the otherwise random tendencies of the swarm. Rarely do these attempts meet much success- while a demon capable of bringing enough lesser demons to the Material Plane is rare, one with enough force of personality is even moreso. Notable legends of demon lords achieving the feat exist though, claiming that both Orcus and Yeenoghu, among others, have successfully guided demonic hordes into bringing about destruction of whole cultures for some obscure purpose.

GUIDING A HORDE

Any demon with a Charisma score of 18 or higher may attempt to guide a demonic horde into doing their bidding. In order to do so, the demon must attempt a Charisma (Persuasion) check with a DC of 24. If the demon succeeds, for the next hour they gain a modicum of control over the horde, allowing them to use a bonus action on each of their turns to command the demonic horde. A demon with command over a demonic horde may also try to rally the horde on its own, making another DC 24 Charisma (Persuasion) check as a bonus action, granting the horde the same effect as if they had used their Rally ability.

DRAGON WHELP

Contrary to their name, a dragon whelp is not necessarily a younger form of a larger dragon. In fact, almost all dragon whelps encountered in the wild are fully grown adults. Among the tiniest of known dragons, a dragon whelp usually measures roughly a foot in length, and none larger than three feet long have ever been recorded. But while the size of the dragon whelp would seem to indicate a creature capable of little danger, dragon whelps serve as a true terror due to their intensely hot skin, and their tendency to gather in large groups and breed quickly, making them hard to get rid of.

Growing Population. Unlike other types of dragons, dragon whelps are not limited in their ability to breed. A single whelp can lay eggs up to three times a year, in batches numbering upwards of a dozen at once. These eggs gestate quickly, hatching within months of being laid. However, this process requires exposure to strong heat, meaning a dragon whelp is limited in viable nesting locations. Unfortunately, the heat of a strong furnace or stove is enough for the eggs to hatch, even when separated from the fixture by a layer of floorboards. Naturally drawn to dark areas small enough to prevent other creatures from intruding, the area beneath the floors of large buildings and homes present an attractive nesting option for dragon whelps.

Hoarding Tendency. Dragon whelps are attracted from birth to shiny objects of all sorts, particularly reflective metallic surfaces. Whelps gather such objects and use their heated breath to melt them down, fashioning an outer layer of protection for their nested eggs. When a young whelp finally hatches from its egg, it is expected to burn through this outer layer in order to join the world. Young whelps incapable of doing so are abandoned within these constructed prisons, ensuring any which survive have a molten core of sufficient temperature. Because of the fascination dragon whelps hold with eye-catching objects, they will often attack creatures much larger than themselves in an attempt to steal any particularly shiny jewelry the creature might be wearing. The eyes of a dragon whelp are specially built for such a purpose, bulbous orbs which allow them to catch even the smallest traces of light, preventing them from ever being entirely blinded. When a dragon whelp discovers something it finds pleasing, it brings the object back to its communal nest, laying it on an ever-growing pile of metal upon which the group of dragons sleep.

Internal Combustion. The blood of a dragon whelp is made from a viscous substance resembling magma, which is pumped through a small cavity analogous to a heart, which uses the heat to enact the dragon's other bodily functions. It is from this core that a dragon whelp also draws its scorching breath, spraying their molten blood across any creature larger than themselves which they perceive to be a threat. Unfortunately for the whelp, it seems unable to control the exact amount of magmatic fluid released, often risking the whelp's body temperature dropping to dangerous levels. Despite this, a dragon whelp is never shy about attacking in this method, even when in a fight that it is already winning.

DRAGON WHELP

Tiny dragon, chaotic neutral

Armor Class 15

Hit Points 49 (14d4 + 14)

Speed 10 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	21 (+5)	13 (+1)	10 (+0)	15 (+2)	10 (+0)

Skills Stealth +8

Damage Vulnerabilities cold

Damage Immunities fire

Senses blindsight 15 ft., passive Perception 12

Languages Draconic

Challenge 6 (2300 XP)

Flyby. The dragon whelp does not provoke an attack of opportunity when it flies out of an enemy's reach.

Molten Core. When the dragon whelp is subjected to fire damage, it takes no damage and instead regains a number of hit points equal to the fire damage dealt, and its breath attack automatically recharges. If the dragon whelp starts its turn and its magma breath does not recharge, the dragon whelp automatically drops to 0 hit points and begins dying. During this time, the dragon whelp's regeneration does not function. If the dragon whelp's magma breath recharges during this time, it regains 14 (4d4 + 4) hit points.

Regeneration. The dragon whelp regains 10 hit points at the start of its turn. If the dragon whelp takes cold damage or it drops to 0 hit points as a result of its molten core ability, this trait doesn't function at the start of the dragon whelp's next turn. The dragon whelp dies only if it starts its turn with 0 hit points and doesn't regenerate.

Actions

Multiattack. The dragon whelp makes one bite attack and two attacks with its claws.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., single target. *Hit:* 12 (2d6+5) piercing damage, plus 10 (4d4) fire damage.

Claw. *Melee Weapon Attack:* +2 to hit, reach 5 ft., single target. *Hit:* 2 (1d6-1) slashing damage, plus 2 (1d4) fire damage.

Magma Breath (Recharge 4-6). The dragon whelp spits fire in a 30-foot cone. Each creature in the area must make a DC 15 Dexterity saving throw, taking 40 (16d4) fire damage on a failed save, or half as much on a successful one. All flammable objects in the cone not being worn or carried catch fire.

DRUDGE SKELETON

Medium undead, lawful evil

Armor Class 15 (broken armor)

Hit Points 45 (6d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (-1)	10 (-2)	16 (+5)	6 (+0)	8 (-4)	5 (+5)

Damage Vulnerabilities bludgeoning

Damage Immunities poison; piercing

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands all languages it knew in life but can not speak

Challenge 2 (450 XP)

Regenerate. Whenever the skeleton would be reduced to 0 hit points by any damage other than bludgeoning damage, it must make a Constitution saving throw with a DC equal to 10 or half the damage dealt to it, whichever is higher. If the skeleton succeeds on the saving throw, it instead takes no damage.

Actions

Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit* 6 (1d8 + 2) slashing damage.

Light Crossbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit* 6 (1d8 + 2) piercing damage.

DRUDGE SKELETON

Reanimated warriors pulled from the shallow graves of those who died on the battlefield, drudge skeletons are created from the remains of soldiers who died in bogs and swamps. The rapid decomposition of flesh in the fetid water, combined with the fossilization of their bones, gives drudge skeletons an amazing resilience.

Resistant to Death. Able to bounce back from almost any attack, a lone drudge skeleton can harry an entire group of living soldiers, almost unstoppable without the proper knowledge. A small group of drudge skeletons can, in many ways, rival an entire squad of soldiers on the battlefield. The fossilization of the bones in a drudge skeleton allows the necromantic energies to bond tightly, causing them to be far more resistant to a second death than other undead. The only surefire way to prevent a drudge skeleton from simply reassembling itself when downed is to crush the bones themselves.

Haphazard Weapons. Like many reanimated dead, a drudge skeleton is often pulled from the ground already wearing armor and holding weapons. Such items are rarely of high quality, mired in mud and water for years. However, the fossilized bones of the drudge skeleton are also less likely to break under heavy loads, allowing these skeletons to carry and wear any fresh gear they're supplied with. While rare to see, a drudge skeleton is entirely capable of wearing plate armor and holding a greatsword, giving them another distinct advantage over the shattered blades and cracked armor of their standard brethren.

DWARVEN DEMOLITION EXPERT

A life surrounded by the ringing music of stone on stone and metal tools against floors and wall. In the daily life of a dwarven community, the demolition expert serves as the overseer for the construction of much of the dwarves' famous cavern-homes.

Architectural Leaders. A dwarven demolition expert may not make the decisions about where to tunnel and when, but they have all of the power when it comes to deciding how. A demolition expert is entrusted with deciding what method is best used for burrowing through the tough rock and stone to build a home for their people. Each expert trains for decades under the tutelage of a single master demolitionist, and a master of the art might takes on only four or five apprentices in their lifetime. This knowledge and skill means the demolition expert is not only in charge of deciding how best to keep a new tunnel from collapsing, but also the best method for destroying old and outdated architecture. Among the dwarves, the position of demolition expert is one given much respect, as they hold the lives of almost every tunnel worker in their hands.

Paper Walls. When a dwarven clan goes to war, the entire community is expected to give something to the war effort. Dwarves who were once tunnelers are now drafted into the fight, or given special assignments which best make use of their skills. In this way, the demolition expert is no different than any other dwarf, aside from being given a singular assignment- determining how to tear through the defenses of the enemy. A single team of demolition experts are capable of ending a siege using nothing more than the basic tools of stonework, finding exactly where to strike in order to maximize the effectiveness of their efforts. Working as one, a team of demolition experts could collapse a city wall without trouble, or bring down a building in the blink of an eye.

Artful Fighter. Even outside of siege warfare, a demolition expert armed with nothing more than a pickaxe might still prove deadly. Using the same discerning eye which lets them spot flaws in masonry, they are trained as well to mark weak spots in armor, punching holes through platemail with a singular blow. Combine this skill with the normal combat training all dwarves are expected to undergo, and you have a dwarf capable of surprising results in a fight.

DWARVEN DEMOLITION EXPERT

Medium humanoid (dwarf), chaotic good

Armor Class 13 (studded leather)

Hit Points 68 (9d8 + 27)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	17 (+3)	13 (+1)	8 (-1)	11 (+0)

Saving Throws Str +4

Senses darkvision 60 ft., passive Perception 9

Languages Common, Dwarvish

Challenge 4 (1100 XP)

Siege Monster. The dwarf deals double damage to objects and structures.

Pack Tactics. These guys work together. Like super well, you don't even know.

Actions

Multiattack. The dwarf makes two attacks with their warpick.

Warpick. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Sling. *Ranged Weapon Attack:* +3 to hit, 30/120 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage.

Mighty Blow (Recharge 3-6). The dwarf rears back and places all of their strength into a single attack with their massive pickaxe. The dwarf makes a single warpick attack with advantage, ignoring damage resistance. If the attack hits, it deals an additional 19 (3d8+6) piercing damage.

DWARVEN WARRIOR

Medium humanoid (dwarf), any lawful alignment

Armor Class 15 (scale mail)

Hit Points 85 (13d8 + 26)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	13 (+1)	9 (-1)	12 (+1)	10 (+0)

Senses darkvision 60 ft., passive Perception 11

Languages Common, Dwarvish

Challenge 3 (700 XP)

Heavy Blows. The dwarf deals an additional 5 (1d10) damage when it hits with a weapon attack (included in the attacks.)

Actions

Multiattack. The dwarf makes two attacks with its warhammer.

Warhammer. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 13 (2d10 + 2) bludgeoning damage.

Distraction Tactic. The dwarf uses its action to work in co-ordination with an ally, feinting and lunging at an opponent within reach to keep them off balance. One ally within 5 feet of a target within reach can use their reaction to make a single melee weapon attack against the same target. The ally has advantage on this attack roll.

DWARVEN WARRIOR

A true dwarven warrior is raised on the path of combat from a very young age. Marked in some inscrutable way by fate, these dwarves are chosen to act as the protectors and peacekeepers of their people. For many dwarves, their youngest years are spent hoping for a day when they too will be chosen to join the ranks of their most hallowed and venerated fighters.

Great Expectations. Despite the dwarves' length lifespan, most of those marked for this life path begin training within the first fifteen years of their life, when they are practically still children. But the path to success as a true dwarven warrior is a long and harsh road. First, the chosen dwarf must spend several decades learning to master the art of dwarven combat, trained to use the weapons of their ancestors and taught to master the techniques that each provides. Afterwards, another decade of learning the ins-and-outs of the politics, laws, and the methods of true leadership. When a dwarven warrior finally finishes their training, they often stand above the heads of their contemporaries.

Dwarven Synergy. The bond of kinship that forms between dwarven warriors who were trained at the same time is often stronger than any bond of blood could ever be. Already left with a lifetime of experience in working closely with one another allows dwarven warriors dominate the battlefield with their strategies. So long as the dwarven warrior has even a single ally within arm's reach, they need never feel outnumbered. Working in tandem with another, the dwarven warrior is capable of calling upon hundreds of learned tactics of distraction and confusion, creating openings in a foe's defense that their allies can quickly take advantage of.

FORCE OF NATURE

A plant of the woodlands, a being given thought and shape by the spirits of nature themselves. Created for the sole purpose of protecting the forests and glens it is birthed from, to act as a righteous source of vengeance on any who harm it's home. The force of nature is massive, crafted from among the largest trees of a forest, and its appearance usually reflects such an origin.

Durable Foe. With a bark skin as durable as the largest trees, and without any true vital processes, the force of nature is able to take an immense amount of punishment. Able to deal it as well, being hit with a blow from the force of nature is like being struck with a dozen tree limbs at once. A powerful guardian, this plant can not be dissuaded from its role as protector in any way, making attempts to charm it or slow it down entirely useless. The only weakness a force of nature has is its plant-like nature, as fire is able to burn away at its powerful exterior, and potent poisons will quickly circulate through its root system.

Price for Power. The force of nature draws sustenance from the plants around it, kept alive only with the assistance of the forest. But just like any other plant, the force of nature must remain in place for lengths of time to draw from the forest around it. While moving and fighting, the force of nature is able to draw strength only from the opponents it strikes, its roots quickly darting to pierce their flesh and absorb their life essence. When an opponent is not in sight, or in the rare case its prey eludes capture, the force of nature often has no choice but to shut down before its energy runs too low. When it does so, it enters a state of hibernation so deep that a careful adventurer might be able to sneak up and catch the creature off guard.

Protector of Many Forms. A force of nature most commonly forms in deep forests, but they are not restricted to doing so. When a place of primal nature, often those already touched with some form of magic, finds itself in need of a guardian, a force of nature may form from the largest and strongest plants found in the area. In this way, a force of nature might also develop in rainforests, swamps, or even arctic tundras. Such a creature might develop powers more suited to its environment, as a lack of trees in the area might cause a force of nature to develop a body crafted from large gatherings of moss, or scrub bushes with sharp thorns.

FORCE OF NATURE

Huge plant, neutral

Armor Class 17 (natural)

Hit Points 250 (20d12 + 120)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	22 (+6)	6 (-2)	16 (+3)	4 (-3)

Damage Vulnerabilities fire, poison

Condition Immunities charmed, exhaustion

Senses darkvision 120 ft., passive Perception 13

Languages Sylvan, Terran

Challenge 12 (8400 XP)

Siege Monster. The force of nature deals double damage to objects and structures.

Self-Draining. At the beginning of the force of nature's turn, if it has not done damage to a creature or object since the start of its last turn, it automatically takes 18 (4d8) necrotic damage.

Trample. When the force of nature reduces a creature to 0 hit points with a melee attack, any remaining damage from the attack may instead be dealt to another creature within reach.

Actions

Multiattack. The force of nature makes three slam attacks.

Slam. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 23 (4d8 + 5) bludgeoning damage. If the target has already been hit with a slam attack this round, the force of nature regains 10 (4d4) hit points.

FROZEN SHADE

Medium undead, neutral evil

Armor Class 15 (natural armor)

Hit Points 68 (9d8 + 27)

Speed 45 ft., fly 35 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	17 (+3)	12 (+1)	13 (+1)	7 (-2)

Damage Vulnerabilities fire, radiant

Damage Resistances bludgeoning, piercing, slashing from nonmagical weapons

Damage Immunities cold, necrotic, poison

Condition Immunities frightened, poisoned

Senses darkvision 120 ft., passive Perception 11

Languages understands the languages it knew in life but can not speak

Challenge 3 (700 XP)

Incorporeal Movement. The shade can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Innate Spellcasting. The shade's innate spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks.) The shade can innately cast the following spells, requiring no material components:

At will: *chill touch*, *detect magic*, *darkness*

2/day: *ray of sickness*

Shadow Jump. Once per turn, the shade may use 5 ft. of movement to automatically teleport up to its speed while in dim light or darkness, so long as its destination is also in dim light or darkness.

Shadow Sensitivity. While in dim light or darkness, the shade has advantage on attack rolls, as well as Wisdom (Perception) checks which rely on sight.

Sunlight Sensitivity. While in sunlight, the shade has disadvantage on attack rolls, as well as Wisdom (Perception) checks which rely on sight.

Actions

Draining Touch. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 10 (3d6) necrotic damage, and the target must succeed on a DC 14 Constitution saving throw, or the shade regains 7 (1d12) hit points and gains advantage on its next attack roll.

FROZEN SHADE

Frozen shades are the spirits of those who died in the frozen dark, people which met their end in icy caverns or frozen ponds on a winter night. Chilled to their very core, frozen shades combine the powers of darkness with the power of the cold, wielding both in a misguided quest for vengeance against the living world.

Icy Nights. A frozen shade only appears at night, creeping from its hideaway to seek the heat of the living. The shades are attracted to the heat which anything living puts off, and a shade indiscriminately attacks all living things, attempting to subdue them before draining the life from them. The touch of a shade not only inflicts immediate frostbite, but also saps the energy from a creature, making it difficult to move and escape. Those who live in colder climes warn of attempting to seek shelter in caves during blizzards, for fear of waking to one of these creatures standing over you.

Burning Days. When exposed to sunlight, the shade loses much of its effectiveness, being unable to think and act clearly in the blinding pain of the daylight. A shade caught in the daylight can only survive for so long, as the wintery magic which keeps them bound to undeath slowly burns away in the pure light of the sun. If kept in the sunlight for over an hour, a frozen shade will burst into flames, its corpse burning away in a cleansing ritual which finally puts its tormented soul to rest. But in snowy regions where night can last for weeks, or even months, frozen shades are difficult to manage. While in these darkened wastes, a frozen shade is likely to retreat during hours when the sun could normally be seen in the sky. But a shade which realizes its error is likely to wander for days on end seeking the heat of living creatures while it has an uninterrupted chance.

FUNGUSAUR

Dwelling in deep caverns filled with mushrooms and mold, fungusaur are enormous remnants of a past era. These enormous plants are far more ambulatory and animal-like than others, almost nothing of their appearance giving clue to their true nature. But the fungusaur itself is little more than a large conglomeration of spores held together by a sponge-like network.

Gentle Giants. Often mistake for predators due to their great size, fungusaur are actually highly anxious and timid creatures, preferring to keep their distance from others. A full-grown fungusaur often has little reason to leave the cavern system it calls home, except in extreme cases. Those most often encountered are young fungusaur leaving the place of their birth in search of a cavern of their own, but their size gives little clue to this fact. Adolescent fungusaur are huge creatures which easily upset any underdark settlement that happens to find one on the outskirts of its territory. A young fungusaur which is attacked is likely to fight only long enough to gain an opening to flee, reticent to fight despite its strength and bulk.

Unstoppable Potential. The greatest defense a fungusaur has is its ability to grow stronger, larger, and sturdier when it is heavily injured. If a hunted fungusaur survives its injuries, it becomes all the more difficult to take down as its hide grows tougher, and the fungusaur itself grows even larger. Fungusaur seem to have no upper limit on this ability to grow from injury, and the largest and oldest fungusaur encountered in the Underdark are said to still be alive and well, having grown hides so tough they are almost impenetrable by contemporary weaponry. Contrary to common sense, the fungusaur actually grows more rapidly as an adult than as a child, with even relatively light injury triggering its growth process. However, the tough hide of an adult fungusaur does make it less likely to become injured enough to trigger the process, adding to the creature's paradoxical growth.

FUNGUSAUR

Huge plant, unaligned

Armor Class 13 (natural)

Hit Points 158 (15d12 + 60)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	18 (+4)	2 (-4)	14 (+2)	11 (+0)

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities blinded, deafened

Senses blindsight 120 ft. (the fungusaur is blind beyond this radius), passive Perception 12

Languages —

Challenge 8 (3900 XP)

Keen Hearing and Smell. The fungusaur has advantage on Wisdom (Perception) checks that rely on hearing and smell.

Wild Growth. Whenever the fungusaur takes 15 or more damage in a single round, it gains a permanent +1 bonus to AC and attack rolls at the start of its next turn.

Actions

Multiattack. The fungusaur makes two slam attacks, or three slam attacks if it has half its hit points or fewer.

Slam. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. **Hit:** 22 (4d8 + 4) bludgeoning damage.

GAEA'S LIEGE

Large celestial, neutral good

Armor Class 14 (natural)

Hit Points 136 (16d10 + 48)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	15 (+2)	20 (+5)	15 (+2)

Saves Wis +9

Skills Nature +6, Perception +9

Damage Vulnerabilities cold, fire

Damage Resistances acid, lightning

Condition Immunities charmed, frightened, petrified, poisoned

Senses truesight 60 ft., passive Perception 19

Languages Celestial, Common, Elvish, Sylvan

Challenge 12 (8400 XP)

Friend of Nature. Beasts will not willingly attack the celestial, and any beast commanded to do so must succeed on a DC 17 Charisma saving throw or be unable to attack the celestial.

Innate Spellcasting. The celestial's innate spellcasting ability is Wisdom (spell save DC 17, +9 spell attack bonus.) The celestial can innately cast the following spells, requiring no material components:

- At will: *entangle*, *gust of wind*, *mold earth*, *shape water*, *tree stride*
- 3/day: *call lightning*, *erupting earth*, *moonbeam*, *water walk*
- 2/day: *conjure woodland beings*, *watery sphere*
- 1/day: *conjure elemental*, *transmute rock*

Actions

Multiattack. The celestial makes two vine whip attacks and throws one rock missile.

Vine Whip. *Melee Weapon Attack:* +8 to hit, reach 15 ft., one target. *Hit* 22 (4d8 + 4) slashing damage.

Rock Missile. *Ranged Weapon Attack:* +6 to hit, 45/90 ft., one target. *Hit* 16 (4d6 + 2) bludgeoning damage.

Convert (Recharge 3-6). The celestial magically transforms some of the natural energy in the world around it, causing plant life to suddenly spring up and grow beneath its feet. The ground in a 10-foot radius around the celestial's space becomes magical difficult terrain, and while standing in this radius, the celestial gains a +1 bonus to attack and damage rolls for every such spot within 500 feet. This effect is subdued in the area of an anti-magic sphere and can be removed by casting dispel magic on the affected area. After 24 hours, the area becomes nonmagical, and the celestial no longer receives any bonuses from it.

GAEA'S LIEGE

The subject of the world's oldest myths, a creature standing 10 to 15 feet tall, clothed in robes of dark green with skin the color of new forest growth. Known as the Old Man of the Forest, the Tall Man, or the Green Man, the true name for such a creature is Gaea's Liege. Believed by many to be a singular creature, in truth a whole network of these beings exist, each as powerful as the last.

Aspect of Nature. These creatures are powerful natural defenders, created as avatars of the living will of Gaea, a powerful nature primordial said to control all aspects of the wooded world. Becoming Gaea's liege is an immense honor reserved only for those who show great respect and wisdom in their dealings with the natural world. When a creature is infused with Gaea's essence, whatever race or gender they held before, it is wiped away and replaced with the image of the original Green Man. The rugged and bearded face, with its deep lines and soulful eyes, originally belonged to this ancient creature.

Time Before Time. The first of all Gaea's liege's, the original Green Man was a powerful druid who lived in a time before civilization, for an untold number of years. This ancient being was granted access to all of Gaea's power, including unending life. As the centuries passed, the Green Man found and taught many others of Gaea's power, demonstrating the connection they could have with the natural world. But civilization progressed each decade, and the Green Man made the decision to enter an eternal slumber, trading his wakefulness to serve as a link between the world and Gaea's greatness, allowing the primordial herself to communicate with others and bestow upon them the power she had given the Green Man himself. Because of this link, each person chosen to serve as Gaea's Liege is granted the Green Man's face, and in thankfulness for his unending sacrifice, each Liege takes the Green Man's name for themselves.

Natural Power. As an avatar of Gaea's will, each Liege can control plant life and the natural creatures of the world. A beast of the wild will not attack a Liege, recognizing Gaea's mark upon them, and even a loyal creature may turn on its master if forced to fight a Green Man. Because of the nature magic stored in a Green Man's body, small plants and grasses grow wherever a Liege steps in the wild, even upon dead mountains and barren wastes. A Liege can use their connection to Gaea to accelerate this process of growth, immediately creating a small grove dedicated to the worship of Gaea, granting the Liege a powerful boon for as long as they remain within the grove.

GOBLIN BALLOON BRIGADE

Balloon Brigade is the self-chosen name of a small number of goblins that have found by taking creatures with stretchy skin and placing fire beneath them, they can cause those creatures to float. Attach a small basket or some rope to the bottom of the “balloon” and you’ve got yourself a flying goblin. Give that goblin with a few blackpowder bombs and you’ve got yourself a very annoying flying goblin.

Bombs Away! Balloon brigades, despite their strangely brilliant tactical use, are not very common amongst goblins. Most of the creatures are not fond of heights, and those that are willing to take the job usually wind up blowing themselves up before long. So while the idea of balloon brigades may never truly catch on amongst goblins and their kin, they are still dangerous whenever present. They can be rather hard to hit, and the stretchy skin of their balloons makes them difficult to damage without anything that has a sharp enough tip, making archers a valuable addition in a fight against a balloon brigade. The balloons of a balloon brigade are also barely maneuverable at best, and begin to fall immediately whenever they’re not actively kept afloat.

GOBLIN KING

Royalty among goblins is not an entirely foreign concept. The issue is that a goblin would never allow another goblin to tell it what to do. For most goblins though, this attitude of personal freedom goes out the window when faced with a bigger, stronger goblin than themselves. To that end, the idea of inheriting power is ridiculous in goblin society. But earning power- that’s something any goblin can understand.

Political Turmoil. When a goblin earns enough power and respect from other goblins, they may decide to declare themselves king of their clan. A goblin that has decided it is king usually makes sure it gets the prettiest trinkets and clothing to dress itself in. A goblin king might even try and act more dignified, seeking to emulate its own picture book idea of what a true king is like. But before long, other goblins usually begin to get jealous, and desire everything the king has. When this happens, there is usually a series of assassinations, with a different king coming to power each time. Over time, the royalty either kill themselves off and the clan is left as before, or more rarely, a single goblin manages to stick around long enough to make the others obey it like they did the previous king.

Royal Leadership. While ineffective as any sort of real government, a strong enough goblin king is still able to inspire the goblins that serve it. The lackeys that a goblin king surrounds itself with often fight twice as hard to defend their royal leader, trying to look good in front of the king in the hope they’ll receive a reward after the battle. And when a king begins to see all of its lackeys fall at the blades of an adventurer, they’re capable of rallying their subjects at the last possible moment... into beating a hasty retreat, seeking to escape and hide themselves away from a grisly end at swordpoint.

GOBLIN BALLOON BRIGADE

Small humanoid (goblinoid), neutral evil

Armor Class 13 (natural armor)

Hit Points 20 (8d6 - 8)

Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
8 (-1)	10 (+0)	8 (-1)	7 (-2)	8 (-1)	10 (+0)

Damage Vulnerabilities piercing

Condition Immunities prone

Senses darkvision 60 ft., passive Perception 9

Languages Goblin

Challenge 1/2 (100 XP)

Abandon Ship. When the balloon brigade is reduced to 0 hit points, 1d4-1 goblins crawl from the wreckage. Roll initiative for the goblins, which act on their turns.

Floaty. While flying, the balloon brigade automatically begins to fall at a rate of 15 feet per round at the end of their turn.

Pack Tactics. The balloon brigade has advantage on an attack roll against a creature if at least one of the balloon brigade’s allies is within 5 feet of the creature and the ally isn’t incapacitated.

Actions

Dropped Bomb. *Ranged Weapon Attack:* +2 to hit, one target directly below the balloon brigade. *Hit:* 7 (2d6) fire damage, and each other creature in a 30-foot radius must make a DC 10 Dexterity saving throw, taking 3 (1d6) fire damage on a failed save, or half as much on a success.

GOBLIN KING

Small humanoid (goblinoid), neutral evil

Armor Class 14 (leather armor)

Hit Points 38 (11d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	10 (+0)	10 (+0)	8 (-1)	12 (+1)

Skills Intimidation +5

Senses darkvision 60 ft., passive Perception 9

Languages Goblin

Challenge 3 (2854 XP)

Inspiring Lord. Other goblins within 30 feet of the goblin king have advantage on the first attack they make each round and resistance to fire damage if the goblin king is not incapacitated.

Nimble Escape. The goblin king can take the Disengage or Hide action as a bonus action on each of its turns.

Actions

Multiattack. The goblin king makes two attacks with its rapier.

Rapier. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit* 7 (1d8 + 3) piercing damage.

Reactions

Rally. Once per day, when an ally within 30 feet of the goblin king is reduced to 0 hit points, the goblin king can shout a warning, allowing the goblin king and all other goblins within 30 feet that can hear the goblin king to immediately take the Disengage or Hide action.

GRANITE GARGOYLE

All gargoyles are created by the footfalls of Ogremoch, but not all are created equal. Named for its composition, the granite gargoyle looks as if it was carved straight from granite rock by a master sculptor. Like some terrible mix of a hellscape feline and an enormous bat, these gargoyles are more animalistic, more prone to ignoring long term plans in favor of instinctual desire. But they are consumed with every bit the same evil as their brethren.

Primal Flames. The granite necessary to create these creatures is only found where the Plane of Fire begins to bleed into the Plane of Earth, and on the rare occasions Ogremoch walks through the area, the granite forms into a beast full of rage. The granite gargoyle keeps a small part of the Plane of Fire's flame burning within, and in moments of desperation, the gargoyle can summon this flame to create a wall of fire between it and the world. This fire burns bright and hot, preventing creatures from getting too close, and making it difficult to swing a weapon at the creature.

GRANITE GARGOYLE

Large elemental, chaotic evil

Armor Class 14 (natural armor)

Hit Points 85 (10d10 + 30)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	17 (+3)	6 (-2)	12 (+1)	7 (-2)

Damage Resistances bludgeoning, piercing, slashing from nonmagical weapons that aren't adamantite

Damage Immunities fire, poison

Condition Immunities exhaustion, petrified, poisoned

Senses darkvision 60 ft., passive Perception 11

Languages understands Terran but can not speak

Challenge 5 (1800 XP)

False Appearance. While the gargoyle remains motionless, it is indistinguishable from a normal statue.

Actions

Multiattack. The gargoyle makes three attacks, one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit* 6 (1d8 + 2) slashing damage.

Reactions

Flame Shield (Recharge 3-6.) When targeted by a melee attack, the gargoyle produces a hellish curtain of flame around its body. Melee attacks against it have disadvantage until the start of its next turn, including the triggering attack.

HYPNOTIC SPECTER

Large monstrosity, lawful evil

Armor Class 16 (natural)

Hit Points 83 (11d10 + 22)

Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	19 (+4)	14 (+2)	4 (-3)	15 (+2)	10 (+0)

Skills Athletics +6, Stealth +7

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 12

Languages —

Challenge 6 (2300 XP)

Hypnotic Toxin. Any creature poisoned by the specter must make a DC 13 Wisdom saving throw at the beginning of each turn while it is poisoned. On a failed save, the creature becomes charmed by the specter while it remains poisoned.

Spider Climb. The specter can climb difficult surfaces, including upside down on surfaces, without needing to make an ability check.

Sunlight Sensitivity. The specter has disadvantage on attack rolls and Wisdom (Perception) checks which rely on sight while in direct sunlight.

Actions

Multiattack. The specter makes one attack each with its bite and tail, or two attacks with its spine.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8+4) piercing damage.

Tail. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 20 (3d10+4) piercing damage, plus 7 (2d6) poison damage, and the target must succeed on a DC 17 Constitution saving throw or become poisoned for 1 minute.

Spines (12/day). *Ranged Weapon Attack:* +7 to hit, 30/60 ft., one target. *Hit:* 9 (1d10+4) piercing damage, plus 3 (1d6) poisoned damage, and the target must succeed on a DC 15 Constitution saving throw or become poisoned for 1 minute.

Hypnotic Gaze. One creature within 30 feet of the specter which can see it must succeed on a DC 15 Wisdom saving throw, or become charmed by the specter. A charmed creature may use its action to repeat the saving throw, ending the effect on themselves on a success. A creature which succeeds on this saving throw is immune to the specter's hypnotic gaze for 24 hours.

HYPNOTIC SPECTER

Large creatures bearing a passing resemblance to wyverns, the hypnotic specter holds no draconic blood, but is just as terrifying as any true dragon. Standing firm on feet shaped like human hands, with a multi-eyed face ending in a jagged beak, the hypnotic specter often haunts the dreams of those who encounter it for years to come.

Stalkers of the Dark. Hypnotic specters live in dark caves, stalking along the rock walls by clinging to them with their grasping feet, gliding silently on their massive wings to suddenly land on unexpected prey. Once the specter lands on a creature, it will begin tearing into it with its beak immediately, while attempting to poison and subdue the creature with jabs from its tail. This tail works much like the stinger of a scorpion, injecting a powerful toxin stored within the barb at the end. Once a specter has subdued its prey, it will grab the creature with its feet and take back to the air, dragging the dead creature back to its nest for later meals.

Hypnotic Presence. The powerful venom stored within the specters tail is not just capable of subduing a creature with poison, but also capable of calming a creature to allow it to be carried off. When a creature is subjected to the specters toxin, it may find it hard to continue the fight, as the toxin targets the creature's brain, slowly slipping the creature into a false sense of security. The hypnotic specter is also capable of passively subduing a creature using its gaze- the most terrifying weapon in the specters arsenal. The dull red orbs of the creatures eyes, several of which line each side of its head, are capable of hypnotizing those who gaze into them, granting the creature its name. After falling to the specter's hypnotic gaze, a creature may at first seem overcome with peace, viewing the specter not as a fearful presence, but rather as a calming one. But if the creature still survives the encounter with a specter, it will find its dreams haunted by nightmares of the specter chasing it, from which the creature may often have trouble waking. These nightmares can often plague someone for days or weeks, but there are unlucky individuals who continue to have such nightmares for the rest of their life.

Mounted Terror. While a hypnotic specter is an incredibly dangerous creature, and few would ever think to ride such a monster, there are always those willing to stretch the limits of sanity for the sake of power. Though tame may not be the right word, by raising a specter from the moments of its hatching, a bond can be formed between the handler and the creature which gives the handler some measure of control. But a specter is still fickle, and any handler which fails to keep the specter appropriately fed, or any which accidentally looks into the specters eyes, might find themselves as nothing more than another meal for the mount. But for riders who succeed in living through the trials and tribulations of raising such a creature, there are few mounts which could be considered more battle-worthy, with a creature subdued by the specter being cut to ribbons in seconds by a heavily armed rider.

IRONCLAW ORC

The Ironclaw tribe is a group of orcs which, over the course of many generations, have managed to entirely breed out the instinct of rage in battle. Many tribes of orcs are aggressive to a fault, refusing to admit defeat until their weapons are wrenched from their hands, or until they lie dead on the battlefield. The Ironclaw orcs have no such predisposition. When fighting a losing battle, for the Ironclaw orcs, it is better to live to fight another day. While this is partially because the Ironclaw orcs realize that “living to fight another day” means “living to fight,” it’s also because the Ironclaw tribe is quite simply made of cowards.

Cowardly Genetics. As peaceable as any clan of orcs can be, when the Ironclaw tribe eliminated all of their nearby competition hundreds of years ago, they did not seek wider pastures. Rather, they turned towards milking the resources they had obtained, and using generations of humanoid slaves to care for their needs. Over time, any orc aggressive enough to upset this status quo was seen as more of a threat to the clan than anything else, and was quickly put down. Generations of eliminating the most aggressive of their species, and living in the lap of relative luxury, removed the hard edge of battle from the blood of the Ironclaw orcs.

Cowardly Tactics. The Ironclaw tribe still lives in relative isolation, but their territory has recently been shrinking, with both humans and elves willing to risk encroaching on the orcs’ territory. And because their lives are now more valuable than the growth of the clan, the Ironclaw warrior strategy is to retreat first, swing your weapon later. Still dangerous, the Ironclaw clan is more intelligent than the average group of orcs, and they do use slaves in battle as front-line troops to dissuade their enemies from wholesale slaughter. But the Ironclaws have developed several strategies which allow them to escape with their lives in the event that a battle turns against them.

IRONCLAW ORC

Medium humanoid (orc), chaotic evil

Armor Class 15 (chainmail)

Hit Points 40 (5d8 + 15)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	16 (+3)	10 (+0)	14 (+2)	10 (+0)

Skills Perception +4, Survival +4

Condition Immunities charmed

Senses darkvision 60 ft., passive Perception 14

Languages Common, Orcish

Challenge 2 (450 XP)

Careful. While there are two or more hostile creatures within 5 feet of the orc, the orc has disadvantage on all attack rolls, and all attack rolls made against the orc have disadvantage.

Cowardly. The orc has disadvantage on saving throws made to resist being frightened.

Nimble Escape. The orc may take the Disengage and Hide actions as a bonus action on each of its turns.

Actions

Multiattack. The orc makes two attacks with its flail.

Flail. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) bludgeoning damage.

Reactions

Retreat. Whenever the orc becomes frightened, it may use its reaction to move up to half its speed without provoking attacks of opportunity.

JUGGERNAUT

Huge construct, unaligned

Armor Class 20 (natural armor)

Hit Points 150 (13d12 + 65)

Speed 45 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	8 (-1)	20 (+5)	1 (-5)	3 (-4)	1 (-5)

Damage Resistances acid, cold, fire, radiant; bludgeoning, piercing, slashing from nonmagical weapons

Damage Immunities necrotic, poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned, prone, stunned

Senses blindsight 120 ft. (blind beyond this radius), passive Perception 6

Languages —

Challenge 6 (2300 XP)

Destructive. The juggernaut can not take the Disengage or Hide action.

Siege Monster. The juggernaut deals double damage to objects and structures.

Actions

Multiattack. The juggernaut makes three slam attacks, or one attack with its arbalest.

Slam. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 16 (2d10 + 6) bludgeoning damage.

Arbalest. *Ranged Weapon Attack:* +2 to hit, range 200/800 ft., one target. *Hit:* 15 (3d10 - 1) piercing damage.

Flame Breath (Recharge 5-6). The juggernaut breathes a 60 foot cone or a 120 foot line of flame, forcing all creatures in range to make a DC 15 Dexterity saving throw. On a failed save, creatures take 12d6 fire damage, or half as much on a success.

JUGGERNAUT

A juggernaut is a towering machine of destruction, meant exclusively to bring a besieged city to its knees. The use of these machines in warfare is banned by hundreds of nations across dozens of planes, because of the sheer number of casualties they bring. A juggernaut on the battlefield means the invaders do not care about the resources of the city they're taking, and have no plan for the city afterwards. Because after a true juggernaut tears through, nothing of value is ever left behind.

All Sizes and Shapes. A juggernaut is not a unique creation from any singular place or person, but is instead often created by dozens of people, across many different eras. Each newly designed and created juggernaut often has unique components, and sometimes vary in size as well. The one ability consistent to every juggernaut is their ability to resist almost anything thrown at them, and their ability to tear through walls and buildings as if they were made of paper.

Traditional Siegework. Juggernauts are mostly mundane constructs, simply crafted siege engines powered by a magical energy source found at their center. Worlds in which magical artifice is a thoroughly researched topic might have juggernauts with powerful magical attacks, but most make do with battering rams as arms, and oil-filled mouths with which to breathe flame. Because of this, any country willing to create a juggernaut is often able to afford several dozen of the creatures, making them extremely dangerous. Some countries, on the other hand, prefer quality over quantity, creating massive juggernauts filled to the brim with powerful weaponry. For these machines, taking an entire country by force is not an entirely impossible concept.

KELDON WALORD

The Kelds are a powerful, war-loving culture, full of barbarian warriors and flame-worshipping battle-priests. In these ranks of fighters there are a special elite, capable of inspiring courage and confidence in those who run behind them while they lead the charge in battle.

Power from Leadership. A Keldon warlord is dedicated to the thrill of battle, which comes second only to their desire to protect their people. A true Keldon warlord draws strength from the vigor of their allies, working in tandem with those must trusted to them. From the devotion of their allies, the warlord draws strength of body.

Fiery Blows. For the warlords of Keld, the fire magic of their priests take a secondary role to their battle tactics. A warlord carries with them weapons enchanted with magical fire, created by the flame-priests for their use. Beyond their armaments, a warlord relies only on their brute strength, which they have in spades. The warlord normally rushes in as quickly as possible, launching fiery missiles from their sling before they can get up close to swing with their flaming blades. Despite their desire to rush in as quickly as possible, a Keldon warlord still never strays too far from their allies, their most significant source of strength.

Unconventional Weapons. A Keldon warlord is traditionally armed with a longsword and sling, both enchanted with magic that causes them to blaze with fire. But some warlords eschew even this magical gear, believing the reliance on magic slows them down in battle. Instead, they use the natural resources available to them to craft strange weapons which only they know how to use in battle. These weapons vary in form and function, but many call upon the fire of the homeland of Keld, while others are reminiscent of the jagged peaks of the same mountainous island.

KELDON WEAPONRY

When a Keldon warlord chooses to forego the standard weaponry provided to them by the flame-priests, they instead use special weapons designed generations ago by the forefathers of Keld, many of which have fallen out of favor as magical weaponry has come to prominence. A Keldon warlord may replace their longsword and their sling with the Keldon Shatteraxe and the Keldon Spikebomb, respectively. Both of these weapons require specialized training to be used proficiently by an outsider not native to Keld.

Keldon Shatteraxe. 10 gp, 1d8 slashing, 3 lb. *Reach, versatile (1d10)*

Keldon Spikebomb. 2 sp, 1/2 lb. Special. *(When the spikebomb strikes a target, it explodes, forcing the target and each other creature within 5 feet to make a DC 10 Dexterity saving throw, taking 3d6 fire damage on a failed save, or half as much on a success.)*

KELDON WARLORD

Medium humanoid (human), any chaotic

Armor Class 17 (chain shirt)

Hit Points 85 (13d8 + 26)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	15 (+2)	10 (+0)	11 (+0)	12 (+1)

Saves Wis +3

Skills Intimidation +4, Survival +3

Senses passive Perception 10

Languages Common, Keldan

Challenge 6 (2300 XP)

Aggressive. As a bonus action, the warlord can move up to half its speed toward a hostile creature that it can see.

Brute. The warlord deals an extra die of damage with melee weapon attacks (included in the attack.)

Pack Tactics. The warlord has advantage on an attack roll against a creature if at least one of the warlord's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Multiattack. The warlord makes two attacks in any combination with its longsword and its sling.

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit:* 12 (2d8 + 3) slashing damage, plus 7 (2d6) fire damage.

Sling. *Ranged Weapon Attack:* + 5 to hit, range 30/120 ft., one target. *Hit:* 5 (1d4 + 2) bludgeoning damage, plus 3 (1d6) fire damage and the target must succeed on a DC 13 Constitution saving throw or be blinded until the end of their next turn.

Reactions

Parry. The warlord adds 3 to its AC against one melee attack that would hit it. To do so, the warlord must see the attacker and be wielding a melee weapon.

LIVING WALL

Large aberration, neutral evil

Armor Class 12 (natural)

Hit Points 225 (18d10 + 126)

Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	1 (-5)	24 (+7)	2 (-4)	10 (+0)	2 (-4)

Saves Str +3, Con +10

Damage Vulnerabilities psychic, poison

Condition Immunities blinded, charmed, deafened, frightened, grappled, paralyzed, petrified, prone, restrained

Senses passive Perception 10

Languages understands Deep Speech, but can not speak

Challenge 6 (2300 XP)

Defender. Attacks rolls made against the living wall have disadvantage.

Reactive. The living wall can take up to four reactions in a round.

Regeneration. Whenever the living wall would be reduced to 0 hit points by any damage other than poison or psychic damage, it must make a Constitution saving throw with a DC of 10 or half the damage dealt, whichever is higher. If the wall succeeds on the saving throw, it instead takes no damage.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 0 ft., one target. *Hit:* 10 (4d4) piercing damage.

Reactions

Biting Retort. Whenever a creature makes a melee weapon attack against the wall, the living wall can use its reaction to make a bite attack against the attacking creature.

LIVING WALL

Living walls are aberrant creations designed and crafted by mind flayers and other psychotic outer beings. Living walls are created from the leftover remnants of other experiments, stitched together from remaining body parts and pieces of brain tissue. Due to the skillful abilities of mind flayer grafters, a living wall has just enough intelligence to know that it is alive, but also enough sense to tell that it is an incomplete being- and to know that it is an abomination against nature.

Self-Loathing Subservience. A living wall despises its own existence, and searches endlessly for ways in which it can lash out against all that approach it. Each living wall is psychically programmed to avoid the touch of an illithid, allowing their amorphous bodies to serve as automatic doorways in mind flayer caverns, parting to allow their psychic overlords to pass, but blocking the way for any other creature. Other than this ability to move and shift, a living wall is entirely incapable of otherwise moving, forced to sit forever in a single location and serve the creatures that have enslaved it so.

Unrelenting Doorway. The incredible flesh-stitching of the illithids means the living wall is almost entirely impossible to kill, for while it can be injured, there is always more flesh ready to take the place of the bruised and battered pieces. The only way to stop the living wall from reforming as it is injured is through potent poisons or powerful psychic energy. Poisons spread readily amongst the wall's connected tissues, slowly rendering them all inert, while the disconnected nature of the wall's psyche seems to have some connection to its resistance to death, which a mental attack seems capable of shutting down. For those without the proper tools however, a living wall can present an almost impenetrable barrier, which bites back when injured.

LLANOWAR ELF

Roughly translated, the punishment of the Llanowar elves for trespassing in their home forest is “one bone broken for every twig snapped underfoot.” The elves of the Llanowar forest are reclusive, and do not take kindly to uninvited visitors, and rarely ever give invitation for outsiders to visit their sacred treetop homes.

Ever Watchful. The guardians of the Llanowar are trained to be tough, pernicious, watchful, and careful. Working in turns, the border of the forest is guarded at all hours, and there is not a part of it that isn't watched at every moment. The Llanowar's watchful eyes can detect even the slightest movement among the undergrowth and the shrubs of the forest floor, while their own training lets them sit unseen and unmoving for hours in the branches of the treetops. Rarely does anyone ever discover a Llanowar patrol before having already been discovered themselves, often several hours prior.

Ever Present. While the Llanowar punishments are strict for invaders and trespassers, it is possible to parley with the border guards for safe passage, especially in the case of dignitaries and ambassadors seeking official business. However, even when given permission to pass through the forest, visitors never leave the sight of a retinue of guards. Two guards for each visitor is customary, and the guards assigned to watch a visiting creature accompany them for their entire trip, following them even once the visitors have made it safely to the hidden cities of the elves. The Llanowar elves are very secretive even with trusted allies, and indeed, some whisper that any visitors to the forest are brought only to special cities, designed and populated to appear as full cities, while otherwise abandoned when not hosting foreign agents.

Power of the Forest. The connection which the Llanowar elves feel to their home is not without basis. No matter where in the world the elves travel, they draw strength from the persistence and presence of the forest, and it provides them innate magical abilities. The greatest power of the forest lies in the Llanowar ability to once per day draw upon its vast strength to expand the effects of their already potent magic, making each guard a balanced threat in combat against both spellcasters and warriors.

LLANOWAR ELF

Medium humanoid (elf), lawful neutral

Armor Class 14 (leather)

Hit Points 27 (6d8)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	11 (+0)	11 (+0)	13 (+1)	10 (+0)

Skills Nature +2, Perception +3, Stealth +6

Senses darkvision 60 ft., passive Perception 13

Languages Common, Elvish

Challenge 1 (200 XP)

Innate Spellcasting. The elf's innate spellcasting ability is Wisdom (spell save DC 11, +3 spell attack bonus.) The elf can innately cast the following spells, requiring no verbal or material components.

At will: *alarm*, *ensnaring strike*, *hunter's mark*
1/day: *acid arrow*

Spellcharge. Once per long rest when the elf casts a spell, it can treat the spell as if it were cast using a spell slot of one level higher.

Actions

Multiattack. The elf makes two attacks with its scimitar.

Scimitar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

LORD OF ATLANTIS

Medium humanoid (merfolk), lawful good

Armor Class 14 (natural)

Hit Points 117 (18d8 + 36)

Speed 15 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	15 (+2)	12 (+1)	11 (+0)	15 (+2)

Skills Intimidation +4, Persuasion +4

Damage Immunities cold

Condition Immunities charmed, frightened

Senses darkvision 120 ft., passive Perception 10

Languages Aquan, Common

Challenge 4 (1100 XP)

Floatby. The lord of atlantis doesn't provoke an opportunity attack when it swims out of a creature's reach.

Inspiring Lord. All friendly merfolk within 30 feet of the lord of atlantis deal an additional die of damage on all attacks, and gain resistance to cold damage. In addition, whenever a merfolk within 30 feet of the lord of atlantis takes cold damage, that merfolk gains advantage on the next attack roll it makes before the end of its next turn.

Actions

Multiattack. The lord or atlantis makes two attacks with its quadent, each made with disadvantage if the target is within 5 feet of the lord.

Quadent. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit* 10 (1d12 + 4) piercing damage.

TITLE OF ATLANTIS

Legendary, title

The title of Lord of Atlantis is a mark of honor among the merfolk who adhere to its traditions. In rare circumstances, this title might be granted to heroes from the surface responsible for saving the merfolk race. Being bestowed this magical title grants several benefits. This title grants you the ability to breathe underwater if you can not already, as well as a swim speed of 30 feet. If you already have a swim speed, it is increased by 30 feet. You gain a +1 bonus to Strength and Charisma, resistance to cold damage, and the ability to wield two-handed weapons with one hand. Additionally, you gain the ability to magically summon a +1 trident using a bonus action on your turn. This trident disappears if it is more than 60 feet away from you at any time, or when you use a bonus action to dismiss it.

LORD OF ATLANTIS

The Lord of Atlantis is not the name for any specific creature, but instead a magical title, bestowed by deep-sea priests upon those who show resolve and honor in the defense of merfolk society. Usually given to other merfolk, the title is not exclusive to their kind, though it is rare for it to be granted to outsiders.

Powerful Title. The title of Lord of Atlantis is a gift granted by the deep-sea priests of the merfolk, powerful beings gifted a primal connection to the darkest depths of the ocean. From this title a creature is given magical power designed to aid in the defense of merfolk society. Improved strength to wield large weapons, an inherent disregard of the cold, the ability to quickly cut through water while moving, and a magnetic charisma are all gifts granted by the conferring of this title.

Valiant Leaders. Each Lord of Atlantis is always proven adept at leading and commanding their fellows, able to draw respect and admiration from those serving under them. But with the addition of the title, each merfolk's aquatic nature gives them an inherent sense of the importance of this leader. With it, each Lord of Atlantis can expect fellowship and aid from any merfolk on good terms with their society, and even certain marauders and pirates, exiled as they are, still refrain from drawing the ire of a Lord of Atlantis out of respect for the title. Any merfolk which serves the Lord's cause, however, is given benefit in return, in the form of resistance to the crushing pressure and frigid waters of the deep ocean, as well as a fraction of the Lord's enhanced strength.

Sign of Office. While in battle, a Lord may use any number of weapons as they see fit, their fighting styles as varied as the phases of the moons. But a Lord of Atlantis never proceeds anywhere without the singular sign which truly marks them- the quadrant gifted to them on the day they are granted their title. Similar to the trident favored by many merfolk, but with an additional prong to mark them as above other merfolk. This weapon is highly symbolic, and any Lord which loses their quadrant is treated as if they are without the title at all, and stripped of the social, if not the magical, benefits of the title until they can retrieve their lost weapon. Each Lord of Atlantis is also gifted magical knowledge of how to wield the quadrant in battle, and some prefer to do so when leading other merfolk to war, treating it as an enduring sign of victory around which other merfolk may rally.

LORD OF THE PIT (ALTREZNET)

Formally known by the classification of Altreznet by the few scholars which believe these demons exist, they are known in the Common tongue as Lords of the Pit. Supposedly found only on the 315th layer of the Abyss, the few who wander the Planes and are braver enough to visit the layer claim it is very nearly empty, devoid of seemingly any life, a bone-white desert scorched by a black sun. But still, millenia-old legends speak of these creatures being summoned by mages to wreak extreme havoc.

ALTREZNET

Large fiend (demon), chaotic evil

Armor Class 19 (natural)

Hit Points 428 (45d10 + 180)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	19 (+4)	18 (+4)	15 (+2)	20 (+5)	17 (+3)

Saves Str +12, Wis +12

Skills Deception +10, Intimidation +17

Damage Vulnerabilities radiant

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, slashing

Damage Immunities fire

Condition Immunities frightened

Senses darkvision 120 ft., truesight 30 ft., passive Perception 15

Languages Abyssal, Common, Ignan, telepathy 60 ft.

Challenge 21 (33000 XP)

Dark Contract. While on any plane other than the Abyss, the fiend takes 18 (7d4) necrotic damage at the start of each of its turns, unless it reduced a creature to 0 hit points last round. If the fiend damaged a creature last round but did not reduce it to 0 hit points, it instead takes half as much damage. If the fiend is reduced to 0 hit points by this damage, it is automatically banished back to the Abyss.

Fall From Darkness. Few valid resources exist which speak of these demons in detail, but those which do speak of much the same legend, an origin for these creatures. Unlike most other demons, formed in the abyss from the sinful souls of the deceased, the altreznets are supposed to have once been celestials which sided with Asmodeus in his doomed battle, and were banished to the Nine Hells along with him. From there the history is unclear, but it would seem the altreznets grew too chaotic, too fond of senseless bloodshed for Asmodeus' tastes, and the King of the Hells was forced to once again banish the altreznets. Others speak in hushed tones that perhaps Asmodeus' feared the power of the altreznets, worried that over time, they would seek to claim the Nine Hells for themselves, at the behest of their powerful leader. This time when the altreznets were banished, it was to the deep reaches of the Abyss, among the enemies of devilkind- the demons.

Consuming Hunger. Any creature killed by the fiend which is not transformed into a shadow demon becomes impossible to resurrect without the use of a *wish* spell.

Magic Resistance. The fiend has advantage on saving throws against spells and other magical effects.

Magic Weapons. The fiend's weapon attacks are magical.

Trample. When the fiend reduces a creature to 0 hit points using a melee weapon attack, it may deal any remaining damage to another target within reach.

Actions

Multiattack. The fiend can make four claw attacks, or three attacks with its dark flame.

Claw. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit* 32 (6d8 + 5) slashing damage.

Dark Flame. *Ranged Weapon Attack:* +11 to hit, range 60/120 ft., one target. *Hit:* 17 (2d12 + 4) fire damage, plus 17 (2d12 + 4) necrotic damage.

Magic Sigil (Recharge 4-6). The fiend summons forth a magic circle, channeling dark powers to unleash a torrent of energy. All creatures in a 60 foot line must make a DC 20 Constitution saving throw. On a failed save, a creature takes 54 (12d8) necrotic damage and is blinded for 1d6 rounds. On a success, creatures take half as much damage and are not blinded. Any creature reduced to 0 hit points as a result of this ability is immediately transformed into a shadow demon. Shadow demons created in this way are friendly towards the fiend and hostile to any of its enemies, and automatically obey any order given to it by the fiend.

Forgotten Prison. The altreznet are said to have spent an eternity trapped in their prison, a single infinite layer of the Abyss, a place where even demons eventually grew fearful to enter. For thousands of years the altreznet, led by their commander, sought a crack in the magical wards which held them in place, created through the power of Asmodeus himself. None are sure what came to pass during this time, but dark scholars with access to hidden knowledge whisper of a great sacrifice by the ruler of the altreznet, one with vast consequences for all of reality. A powerful creature turned to something more, but shunted away from the Abyss to be trapped in the furthest reaches of existence itself. This created a small hole in Asmodeus' wards, a gap in the bars of their prison, from which the altreznet could pass small messages to the Material Plane to those willing to listen. And one which, with help from the other side, they themselves could even pass through.

Excruaiating Freedom. When an altreznet is summoned away from the Abyss, they just barely slip from the cracks between worlds, and this process limits the power available to them. With Asmodeus' magical ward still in place, the altreznet are not truly free to roam, and existing anywhere other than their Abyssal prison pains them, tearing at the fabric of their form. The altreznet may only slow this process by killing and consuming the souls of other beings in widespread slaughter. But like any outsider, they can not be truly killed except on the Abyss- however, even a temporary death means a return to their prison. When free, each altreznet works for a singular purpose- to discover the lost location of their ruler, the only being capable of permanently shattering the ties which bind them. As an altreznet grows closer to the location of their lost ruler, existence outside of the Abyss slowly becomes less painful, and the altreznet use this to guide themselves towards their ruler, leaving a path of death in their wake. Once their ruler is recovered, and returned to the waking world, the altreznet will be free again. But the strain of keeping the spell which binds them in place is said to be a great burden for Asmodeus, reducing his own strength, and begging the question- if the Asmodeus which scholars know and speak of is already so powerful, what will he be like once the spell has ended? And if the leader of the altreznet is even a fraction as strong, what will be the outcome of the great clash between these two figures, and how will existence suffer for it?

ON THE ABYSS

While on the Abyss, the Lord of the Pit no longer takes damage from its Dark Contract feature. Because of this, the Lord of the Pit becomes a much more dangerous threat. In the Abyss, the Lord of the Pit should be treated as having a CR of 23, instead of its standard 21.

MESA PEGASUS

One of many variations of pegasus, the mesa pegasus is a breed which eschews the forests where other pegasi live in favor of the tall cliffs and dry air of warm deserts. These unusual creatures are even less likely to make their homes on the Material Plane than other pegasi, but live in abundance on planes such as Celestia and Arborea, filling the skies with their reflective wings. The subtle coloration of their feathers, which are capable of catching the sunlight the same way that glass might, makes spotting a group of them flying above an incredible and sublime sight.

Hardy and Lean. A mesa pegasus chooses to live on cliff sides and at the tops of large rock structures often found in deserts, where even predators with wings would be hard-pressed to travel. While a mesa pegasus does prefer to live in areas as temperate as possible, they are also adapted to the high heat and dry climate of the desert. To cope with the intense days in these areas, the mesa pegasus has grown lean and sturdy, to both deal with the heat and to better catch a swift ride on the weaker air currents.

Herd Mentality. Contrary to expectations, the mesa pegasus is not fit to life as a loner. Other pegasi prefer to be on their own, or with only small groups. But the mesa pegasus seeks safety in numbers, more like a normal horse, living in large and secretive herds at the top of enormous cliffs. This group lifestyle encourages cooperation in most aspects of the pegasus' life, including raising young as a group, and tight-knit social bonds. When faced with a threat, a mesa pegasus is capable of working incredibly well with its herdmates, moving and fighting in tandem until the threat is driven off. A mesa pegasus' favorite tactic is to use its feather to shine glaring sunlight into a creature's eyes, temporarily blinding them while another pegasus uses its hooves to kick at the offender.

Exotic Menagerie. Because most are unfamiliar with the various breeds of pegasi in existence, many assume that the common woodland pegasus is the only one. For this reason, a mesa pegasus is very appealing to those with the money necessary to own and run a menagerie. The beautiful red and blue coloration on the mesa pegasus' feathers often makes them an instant hit with the morally-questionable elite. Being roughly as intelligent as a human, but incapable of speech, the keeping of a mesa pegasus in captivity is of a highly suspect moral nature, but despite this, their trade on the exotic market is still all too frequent. Because most lands do not know of the mesa pegasus' intelligence, there are very few laws which forbid them from being kept; a fact which is not likely to soon change. A mesa pegasus kept in captivity is often kept alone, making the situation even worse for a creature of such a social nature.

MESA PEGASUS

Large celestial, neutral good

Armor Class 12

Hit Points 67 (7d10 + 28)

Speed 60 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	18 (+4)	10 (+0)	16 (+3)	11 (+0)

Saves Con +6

Skills Perception +5

Condition Immunities None

Senses passive Perception 15

Languages understands Celestial and Common, but can't speak

Challenge 2 (450 XP)

Banding. Creatures with banding can take their turns at the same time, gaining advantage on attacks rolls against any target already attacked this turn by a creature with banding. Attack rolls made against the pegasus have disadvantage if an ally with banding that is not incapacitated is within 5 ft. of the pegasus.

Actions

Hooves. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage.

Reflective Beauty. The pegasus shifts its feathers and attempts to angle the light into the eyes of a nearby threat. One creature within 10 feet of the pegasus that can see it must make a DC 12 Constitution saving throw or be blinded until the start of its next turn.

NETHER SHADOW

Medium aberration, chaotic evil

Armor Class 14

Hit Points 57 (8d8 + 24)

Speed 45 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	19 (+4)	17 (+3)	10 (+0)	12 (+1)	11 (+0)

Skills Stealth +6

Damage Vulnerabilities radiant

Damage Immunities poison, psychic

Condition Immunities exhaustion, paralyzed, petrified, poisoned, restrained

Senses darkvision 120 ft., passive Perception 11

Languages Common, telepathy 30 ft.

Challenge 3 (700 XP)

False Appearance. While standing in dim light or darkness, the nether shadow is entirely undetectable except through the use of magic.

Haste. The nether shadow has advantage on initiative rolls and does not provoke attacks of opportunity when it leaves a hostile creature's reach.

Returning Shadow. If the nether shadow was killed within the past 24 hours and three other creatures are reduced to 0 hit points within 600 feet of where the nether shadow died, it returns to life with full hit points in the nearest unoccupied space near where it died.

Telepathic Mind. The nether shadow can telepathically communicate with any creature within 30 feet that has a language.

Actions

Draining Touch. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (1d12 + 4) cold damage and the target must succeed on a DC 12 Constitution saving throw or suffer one level of exhaustion.

NETHER SHADOW

When a creature dies while under intense psychic pressure, as their mind burns away, a fraction of their psyche may remain trapped on the Material Plane in the creature's own shadow, even after they have passed on. Illithid experimentation, a brush with a vast and strange intellect, or the trauma of psychic battle are all capable of creating these imprints. The being left behind is known as a nether shadow, a creature capable of feeling only malice and negativity.

Soulless Remnant. Though a nether shadow is created from the shadow of a creature during its death, the nether shadow is not undead. Make no mistake, the once-living creature has truly shuffled from the mortal coil. The nether shadow is only a strong impression of the negativity and pain the creature felt before its death, given wicked form. The nether shadow attempts to attack the minds of other creatures, taking joy only from their pain. At the moment the nether shadow does so, its shape often resolves from that of a vague humanoid to a the creature it was created from. In these moments, those previously familiar with the shadow's owner often think twice before striking, leading to potentially fatal mistakes.

Sadistic Tormentor. Because of the nether shadow's psychic nature, it often seems to possess memories related to the life of the creature which created it. Using these, a nether shadow often seeks out the friends and loved ones of the creature, doing everything it can to cause them despair. The nether shadow will often hide in the darkness, waiting to pass into the shadow of an unsuspecting victim in order to follow them for days or weeks without their knowledge. During this time, the nether shadow at first performs minor mischiefs, attempting to cause greater and more devastating misfortune as time passes. Once a shadow has had its fun or is discovered, it will strike quickly, attempting to cause their victim to collapse dead from mental exhaustion.

Dark Tidings. If forced into open combat, a nether shadow prefers to seek a dimly lit area where it can disappear before flitting from shadow to shadow, attempting to catch an opponent off-guard. Should this technique fail and a nether shadow be physically destroyed, the battle is still not over. Even once a shadow has been dispersed, its psychic energy remains in the area it was destroyed for a full day before dispersing. Should a number of creatures die in the area before a day has passed, the psychic impression of the nether shadow gathers negative energy from their passing, returning fully formed. This process is almost impossible to stop, and the only way to be sure a nether shadow has disappeared forever is to prevent any creature from dying near where it was defeated.

NETTLING IMP

By and far, imps are the most common of all devils, magically weak enough even to be summoned and coerced into serving as familiars for some spellcasters. But not every imp is created equal. Most are gifted with a poisonous barbed tail and the ability to change their shape, but others make do with more subtle skills. A nettling imp is such a creature, sharing only the magical invisibility of their brethren, but lacking the stinging tail and shapeshifting. However a nettling imp is far more clever than other imps, capable of deceit and trickery that will make even the most intelligent of creatures' heads spin.

Poke and Prod. A nettling imp uses its gift of gab to try and convince other creatures to act in the imp's best interest, whether by convincing them, intimidating them, or outright lying. Nettling imps are gifted with magical charisma, and their most nefarious trick is the ability to drive other creatures to temporary madness. With only a light touch, a nettling imp causes a creature to behave wildly, making them unpredictably and even uncharacteristically aggressive for a small moment. A nettling imp is capable of using this magic even while invisible, lowering the chance that their attempts to drive a target mad will bite them in the rear.

NETTLING IMP

Tiny fiend (devil), lawful evil

Armor Class 12

Hit Points 18 (5d4 + 5)

Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	13 (+1)	11 (+0)	12 (+1)	16 (+3)

Skills Deception +5, Intimidation +5, Persuasion +5

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 11

Languages Infernal, Common

Challenge 2 (450 XP)

Devil's Sight. Magical darkness doesn't impede the imp's darkvision.

Magic Resistance. The imp has advantage on saving throws against spells and other magical effects.

Actions

Javelin. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, and the target must make a DC 14 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much on a success.

Invisibility. The imp magically turns invisible until it attacks or until its concentration ends (as if concentrating on a spell.) Any equipment the imp wears or carries is invisible with it.

Provoke. The imp touches a creature in reach, magically coercing it into furious aggression. The target must make on a DC 13 Charisma saving throw. On a failed save, the creature must use its action at the start of its next turn to attack the nearest possible target or suffer one level of exhaustion. If there is more than one creature within reach, the target attacks a randomly determined creature in reach.

ORCISH ARTILLERY

Large humanoid (orc), chaotic evil

Armor Class 12

Hit Points 111 (13d10 + 39)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+2)	16 (+3)	12 (+1)	9 (-1)	10 (+0)

Senses darkvision 60 ft., passive Perception 9

Languages Common, Orcish

Challenge 4 (1100 XP)

Aggressive. As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

Actions

Rock. *Ranged Weapon Attack:* +5 to hit, range 60/120 ft., one target. *Hit:* 13 (3d8) bludgeoning damage.

Heavy Rock (Recharge 3-6). *Ranged Weapon Attack:* +5 to hit, range 60/120 ft., one target. *Hit:* 27 (6d8) bludgeoning damage, and the target must succeed on a DC 14 Strength saving throw or be knocked prone.

Flaming Rock (Recharge 3-6). *Ranged Weapon Attack:* +5 to hit, range 60/120 ft., one target. *Hit:* 13 (3d8) bludgeoning damage plus 10 (3d6) fire damage, and the target and each creature within 10 feet of the target must make a DC 14 Dexterity saving throw, taking 7 (2d6) bludgeoning damage on a failed save, or half as much on a success.

ORCISH ARTILLERY

On the rare occasion that orcs are brought up in polite conversation, the words “inventive” and “creative” are rarely involved. But despite negative stereotypes involved in the intelligence of orcs, many clans are capable of creating astounding machinery. One such example is the orcish artillery- a generous name for a rock-launching, back-mounted catapult that only the most foolhardy, or foolish, of orcs will dare to wear.

Personal Siege Engine. The first orcish artillery is said to have been invented when a clan of orcs were defeated in battle by humans using siege engines. In later trying to replicate the advanced weaponry of their foes, the orcs decided the biggest downside was the difficulty in moving the weapon from battle to battle. To counter this issue, the orcs decided to make it portable by strapping the weapon to the back of the largest orcs. The back-mounted weapon is incredibly heavy, even for a large orc, slowing them down considerably, and the smaller size means the thrown rocks are incapable of breaking through city walls like a traditional siege engine. But in the fields of war, the orcish artillery is capable of blasting through several creatures with ease, shattering bones and cracking skulls the whole way.

Technical Improvements. As long as orcs continue to use the orcish artillery, they will continue to find ways to improve upon the original design. Large rocks are always great ammunition for these miniature catapults, but many creative alternatives have been proposed and tested by various clans over the centuries. The most common proposal is an even larger and heavier rock, and is likely the easiest to manage. Other clans sometimes use porous rocks that shatter on impact, covering them in oil and igniting them before use for extra oomph. But these rocks are more difficult to prepare and loading, changing the job of orcish artillery from a one-man affair to a team effort, meaning such rocks can't be launched from the artillery over and over without a pause for preparation in between.

PERSONAL INCARNATION

A personal incarnation is a construct created by spellcasters from pure magical energy. Standing between 8 and 12 feet tall, these featureless beings are only vaguely humanoid in shape. The size and color of a personal incarnation varies greatly between spellcasters, with color being dependent on a variety of factors, and size determined entirely by the magical power that a spellcaster wields.

Self-Actualization. At its core, a personal incarnation is the physical manifestation of a spellcaster's abilities, thought and power given shape in order to lash out at a mage's enemies. The creation of a personal incarnation is in some ways less effective in combat than traditional spellcasting, but the personal incarnation is often useful in situations where a spellcaster would otherwise find themselves overpowered. Each personal incarnation has immense strength, and its mental origins render it difficult to physically defeat. A personal incarnation can often be of most use to a spellcaster which lacks the physical defense a group of allies would otherwise provide, or for a spellcaster who uses their personal incarnation to prevent injury to a group of other magic-user as they cast their own spells. And for some spellcasters, the ability to create a personal incarnation is a point of pride rather than an exercise in efficiency.

Existential Variety. Any spellcaster capable of summoning the proper magical power can learn to form a personal incarnation, but the method of their creation can be as varied as their shape. In the case of most arcane casters, the simplest way is to research the methods practiced by those who came before them, improving upon them if possible. Once the trick of willing arcane energy into a physical form has been learned, it is often hard to forget, and such personal incarnations often stand as glowing towers of energy. For magic-users which rely on external forces for their magic, the difficulty in creating a personal incarnation varies. Druids often pull together nature spirits to form their incarnations, whose incorporeal forms can be supported by tangled frameworks of branches and roots. A spellcaster who pulls their power from the divine does not create an incarnation so much as they are granted one by the forces they serve, and tales exist of prophets and divine servants whose personal incarnations manifest as perfect images of the being they serve, causing sudden exultation and terror alike.

PERSONAL INCARNATION

Large construct, unaligned

Armor Class 15

Hit Points 200 (19d10 + 95)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	20 (+5)	20 (+5)	10 (+0)	10 (+0)	10 (+0)

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned

Senses passive Perception 10

Languages —

Challenge 12 (8400 XP)

Actions

Multiattack. The personal incarnation makes three slam attacks.

Slam. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) force damage.

Force Blast (Recharge 5-6). The personal incarnation slams the ground, creating a wave of pure energy. Each creature other than the caster within 10 feet of the personal incarnation must make a DC 17 Constitution saving throw. On a failed save, a creature takes 33 (6d10) force damage and is pushed 10 feet directly away from the personal incarnation. On a success, a creature takes half as much damage, and is not pushed away. This movement does not provoke attacks of opportunity.

PLAGUE RAT

Tiny undead, unaligned

Armor Class 10

Hit Points 7 (3d4)

Speed 20 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	11 (+0)	10 (+0)	1 (-5)	10 (+0)	4 (-3)

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 30 ft., passive Perception 10

Languages —

Challenge 1/2 (100 XP)

Keen Smell. The plague rat has advantage on Wisdom (Perception) checks which rely on smell.

Sickening Bite. Any creature bitten by the plague rat must make a Constitution saving throw, with a DC equal to 10 or half the damage dealt, whichever is higher. On a failed save, the target becomes poisoned for 24 hours. After 24 hours, the target must repeat the saving throw. On a failed save, the target becomes infected with a disease which causes their flesh to slowly rot away, reducing their maximum hit points by 1d4 every hour they remain infected. If a creature's hit points are reduced to 0 in this way, they die immediately, and are resurrected 10 minutes later as a zombie.

Swarming Plague. The plague rat's attacks deal an additional die of damage for each other plague rat within 5 feet of the target, so long as the ally isn't incapacitated.

Actions

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) piercing damage.

PLAGUE VERMIN

Undead are not an uncommon phenomena in some parts of the world, and just as with other corpses, they sometimes serve as a food source for other small creatures. Diseases can be easily spread by the bite of insects that have previously fed on the flesh of an undead zombie, but what of other creatures which feast on carrion? In these cases, the curse of necromantic magic itself can be transferred through the consumption of undead flesh, resulting in terrifying swarms of skittering undeath filled with waste and disease.

Foul Origins. For some beasts, the shambling undead present an easy source of food, as few zombies care to defend their rotted flesh from the pricking bite of vermin. In small quantities, an animal that consumes the flesh of an undead is unlikely to suffer many negative effects, as it varies little from their standard diet. But in some lands, where the curse of the undead is a plague which raises dozens of bodies from freshly-dug graves each night, undead flesh can become a staple of a beast's diet. When this occurs, the creature risks becoming influenced by the same necromantic energy animating the undead, turning mere vermin into unholy terrors.

Spreading Sickness. Beasts turned by the constant consumption of undead flesh are afflicted with a terror all their own. The instinct to bite at prey is turned on larger and still-living creatures, and the undead flesh that hangs in such a creature's mouth can spread sickness to those it attacks. The sickness is only moderately difficult for a body to fight off, but is magical in nature, leading it to kill quickly. The magic of the disease is also necromantic in origin, and any who die from its effects are animated shortly after as more undead, offering yet more food for vermin to feast on. A group of plague beasts are not hard to kill, but being bitten several times in a short span seems to reduce the chances of a victim's body being able to naturally fight off the disease, and plague beasts only ever travel in swarming packs.

Rotted Offering. Few undead are ever the result of natural causes, and most are created by twisted minds seeking ghoulish servants. These necromancers have little regard for the lives of others, seeking only to further their own goals by any means. Tales tell of such dark minds finding benefit in the existence of plague beasts, and purposely attempting to feed undead flesh to groups of vermin in order to create further undead creatures that they might control, sending them into villages to weaken the populace before approaching with an army of their own undead.

SWARM OF PLAGUE BEETLES

Medium swarm of tiny undead, unaligned

Armor Class 12 (natural armor)

Hit Points 32 (7d8)

Speed 15 ft., climb 15 ft., fly 25 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	11 (+0)	10 (+0)	1 (-5)	7 (-2)	1 (-5)

Damage Resistances bludgeoning, piercing, slashing

Damage Immunities poison

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned

Senses blindsight 10 ft., passive Perception 8

Languages —

Challenge 1 (200 XP)

Sickening Bite. Any creature bitten by the swarm must make a Constitution saving throw, with a DC equal to 10 or half the damage dealt, whichever is higher. On a failed save, the target becomes poisoned for 24 hours. After 24 hours, the target must repeat the saving throw. On a failed save, the target becomes infected with a disease which causes their flesh to slowly rot away, reducing their maximum hit points by 1d4 every hour they remain infected. If a creature's hit points are reduced to 0 in this way, they die immediately, and are resurrected 10 minutes later as a zombie.

Swarm. The swarm can occupy another creature's space and vice-versa, and the swarm can move through any opening large enough for a Tiny insect. The swarm can't regain hit points or gain temporary hit points.

Actions

Bites. *Melee Weapon Attack:* +2 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 10 (4d4) piercing damage, or 5 (2d4) piercing damage if the swarm has half its hit points or fewer remaining.

PLAGUE HYENA

Small undead, unaligned

Armor Class 11

Hit Points 5 (1d8 + 1)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	13 (+1)	12 (+1)	1 (-5)	10 (+0)	3 (-4)

Damage Immunities poison

Condition Immunities poisoned

Senses passive Perception 10

Languages —

Challenge 1/2 (100 XP)

Pack Tactics. The hyena has advantage on an attack roll against a creature if at least one of the hyena's allies is within 5 ft. of the creature and the ally isn't incapacitated.

Sickening Bite. Any creature bitten by the plague hyena must make a Constitution saving throw, with a DC equal to 10 or half the damage dealt, whichever is higher. On a failed save, the target becomes poisoned for 24 hours. After 24 hours, the target must repeat the saving throw. On a failed save, the target becomes infected with a disease which causes their flesh to slowly rot away, reducing their maximum hit points by 1d4 every hour they remain infected. If a creature's hit points are reduced to 0 in this way, they die immediately, and are resurrected 10 minutes later as a zombie.

Swarming Plague. The plague hyena's attacks deal an additional die of damage for each other plague hyena within 5 feet of the target, so long as the ally isn't incapacitated.

Actions

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) piercing damage.

PRIMORDIAL WALLS

In the elemental chaos, where the primal elemental planes run rampant with the forces of nature, there are areas where each elemental plane begins to bleed into another. These borders are most well known for giving rise to quasi-elementals, creatures of mixed energies that live an inherently unstable existence. But occasionally when these energies meet, rather than pulling towards each other, they push back, creating magical boundaries infused with elemental spirits. Known as primordial walls, these living barriers exist only to keep the elemental planes from running together into formless chaos.

Synthetic Guardians. Primordial walls are often incapable of movement under their own power, anchored into place without any method of locomotion. But for stronger elementals, moving these walls is not an impossible feat, and the most powerful elementals often seek out primordial walls to capture and bring back to their territory. There the wall is used as a powerful line of defense, many of them nearly unbreakable, allowing an elemental lord to use a primordial wall to guard special treasures or act both as doorman and doorway in one. Some intelligent elementals, such as eclectic djinn, delight in managing to capture or pay for primordial walls composed of elements from other planes, showing them off as symbols of power to visiting guests.

WALL OF AIR

One of the four basic types of primordial walls, created at the edges of the Elemental Plane of Air. Similar in shape and appearance to clouds, these primordial walls are one of the few known to be capable of movement, caused by generating air currents that push their body from place to place. This fact, in addition to the difficulty of spotting a wall of air in the first place, makes them a rarity among the elemental planes, and therefor more valuable to those who already pay highly for the capture of these elementals guards.

Quick to Miss. The ephemeral nature of this primordial wall makes it especially difficult to damage by normal means, as even enchanted weapons slide harmlessly through the wall's form. However, this also means the wall has no physical form to attack foes with, leaving it no other method of self-defense than creating strong gusts of wind with its body, which it uses to push other creatures away.

WALL OF AIR

Large elemental, unaligned

Armor Class 17 (natural armor)
Hit Points 99 (18d10)
Speed 0 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	20 (+5)	10 (+0)	2 (-4)	6 (-2)	8 (-1)

Damage Immunities poison; bludgeoning, piercing, slashing
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses blindsight 30 ft. (blind beyond this radius), passive Perception 8
Languages understands Auran but can not speak
Challenge 4 (1100 XP)

Defender. All attack rolls made against the wall have disadvantage.

Fade to Air. When not moving, the wall is invisible; while the wall is moving, Wisdom (Perception) checks made to detect it have disadvantage.

Unmoving Wall. Any creature attempting to move through a space occupied by the wall must make a DC 16 Strength (Athletics) check to do so. Flying creatures have disadvantage on this check.

Actions

Buffet. The wall uses its high speed winds to assault targets from multiple sides. Up to two creatures within 15 feet of the wall that can see it must each make a DC 14 Strength saving throw. On a failed save, a target takes 9 (2d8) bludgeoning damage and is pushed 10 feet directly away from the wall. On a success, a target takes half as much damage, and is not pushed away.

WALL OF BONES

Large elemental, unaligned

Armor Class 15 (natural armor)

Hit Points 114 (12d10 + 48)

Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	6 (-2)	18 (+4)	2 (-4)	8 (-1)	11 (+0)

Damage Immunities poison

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, grappled, poisoned, prone, restrained

Senses blindsight 30 ft. (blind beyond this radius), passive Perception 9

Languages understands Primordial but can not speak

Challenge 5 (1800 XP)

Defender. All attack rolls made against the wall have disadvantage.

Regenerate. Whenever the wall would be reduced to 0 hit points, it instead must make a Constitution saving throw, with a DC equal to 10 or half the damage dealt, whichever is higher. If the wall succeeds on the saving throw, it instead takes no damage.

Unmoving Wall. Any creature attempting to move through a space occupied by the wall must make a DC 15 Strength (Athletics) or Dexterity (Acrobatics) check to do so.

Actions

Slash Melee Weapon Attack: +1 to hit, reach 5 ft., up to three targets within reach. **Hit:** 1 (1d6 - 2) slashing damage. Any creature hit by the wall must make a DC 14 Constitution saving throw. On a failed save, a creature becomes inflicted with grave rot. A creature inflicted with this disease must succeed on a DC 14 Constitution saving throw at the end of each long rest or have its Constitution score reduced by 1. If a creature's Constitution score reaches 0 in this way, they immediately die and their flesh rots away, and they are then magically reanimated as an undead skeleton.

Reactions

Piercing Mesh. When a creature passes through a space occupied by the wall, it may use its reaction to compress itself on the creature, dealing 14 (4d6) piercing damage. The target must then succeed on a DC 15 Dexterity saving throw, or become restrained by the wall. The wall may only have one creature restrained in this way at a time. A restrained creature can free itself by using an action to repeat the saving throw, freeing itself on a success.

WALL OF BONES

As their name states, these primordial walls are made entirely from the bones of once living creatures, magically reanimated by the spark of an elemental being. Unlike other primordial walls, these creatures are incapable of forming naturally in the elemental planes, and are not a result of elemental energies clashing at planar borders. Instead, a wall of bones is always synthetically manufactured, created by the actions of a dedicated being or group of beings. Few creatures which collect primordial walls ever bother to create or purchase a wall of bones, viewing these creatures as strange abominations, far less elegant than other primordial walls, and too macabre to have a place in their home.

Necromantic Efforts. While at first a wall of bone may appear to be some form of undead, the creation of a wall of bones actually requires no experience or skill in the necromantic arts. Creating a wall of bones is usually done by summoning a minor elemental spirit and commanding it to possess a mundane pile of bones. In spite of the fact that creating a wall of bones is not an act of necromancy, the necessity of obtaining or creating a sufficient number of bones means that even most magically-experienced cultures view a wall of bones with suspicion, and those who command the wall with a healthy dose of paranoia.

WALL OF BRAMBLES

Argued by some to be the least of all primordial walls, the wall of brambles is nonetheless still a formidable sight. Unlike other primordial walls, the wall of brambles forms only at the edges of the Para-elemental Plane of Ooze, and acts to keep the energies of the plane from separating into the distinct forces of water and earth. The wall of brambles is also unique in that it is one of the few primordial walls formed from living matter, capable of growing over time, rather than remaining static as the other walls do. Some planar travelers speak of seeing examples of these walls which stretch for miles in either direction, reaching high into the formless sky, taking days or even weeks to pass beyond their edges without risking injury.

Border of Thorns. Perhaps because this wall is created from living plants, rather than shaped from formless energy, the wall of brambles is incapable of any sort of movement beyond its own slow growth. A wall of brambles can not lash out at intruders, only attempt to stoically prevent them from progressing through its depths. And just as with other plants, the wall of brambles is at heavy risk of catching fire when touched with flame. Most travelers avoid using this method to cross a wall of brambles however, because the moisture of the walls often causes them to burn for days at a time before the fire settles down, and risks potentially igniting the dangerous gases which can form in the depths of the Plane of Ooze, causing lethal explosions.

WALL OF BRAMBLES

Large elemental, unaligned

Armor Class 7

Hit Points 60 (8d10 + 16)

Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	4 (-3)	15 (+2)	2 (-4)	4 (-3)	8 (-1)

Damage Vulnerabilities fire

Damage Immunities acid

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, prone, restrained, stunned

Senses blindsight 15 ft. (blind beyond this radius), passive Perception 7

Languages understands Primordial but can not speak

Challenge 5 (1800 XP)

Defender. All attack rolls made against the wall have disadvantage.

Prickly Touch. Whenever a creature hits the wall with a melee attack, the attacking creature must make a DC 13 Dexterity (Acrobatics) check. On a failed save, the creature takes 10 (3d6) slashing damage and is grappled. On a success, the creature takes half as much damage, and is not grappled. A grappled creature can use its action to attempt to free itself by making a DC 13 Strength (Athletics) or Dexterity (Acrobatics) check, taking 3 (1d6) slashing damage on a failed attempt.

Regenerate. Whenever the wall would be reduced to 0 hit points by any damage other than fire damage, it instead must make a Constitution saving throw, with a DC equal to 10 or half the damage dealt, whichever is higher. If the wall succeeds on the saving throw, it instead takes no damage.

Unmoving Wall. Any creature attempting to move through a space occupied by the wall must make a DC 12 Strength (Athletics) or Dexterity (Acrobatics) check to do so.

WALL OF FLAME

Large elemental, unaligned

Armor Class 13 (natural armor)

Hit Points 77 (9d10 + 27)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	19 (+4)	17 (+3)	4 (-3)	8 (-1)	6 (-2)

Damage Immunities cold, fire, poison

Condition Immunities blinded, charmed, deafened, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses blindsight 30 ft. (blind beyond this radius), passive Perception 7

Languages understands Ignan but can not speak
Challenge 3 (700 XP)

Defender. All attack rolls made against the wall have disadvantage.

Fiery Touch. Whenever a creature touches the wall or hits it with a melee attack, the creature automatically takes 7 (2d6) fire damage.

Unmoving Wall. Any creature attempting to move through a space occupied by the wall must make a DC 14 Dexterity (Acrobatics) check to do so.

Actions

Lick of Flame. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 7 (1d6 + 4) fire damage, and any flammable objects the target is wearing or carrying automatically ignite. The target itself catches fire, taking 3 (1d6) fire damage at the start of each of its turns until it or another creature uses an action to smother the flames.

Reactions

Flame Burst (Recharge 3-6). When the wall is attacked, it may use its reaction to force the attacking creature to make a DC 14 Dexterity saving throw, causing them to take 21 (6d6) fire damage on a failed save, or half as much on a success.

WALL OF FLAME

Easily the most temperamental, and some would argue the most dangerous, of all primordial walls, the wall of flame is clearly a creation of the Elemental Plane of Fire. But like the plane itself, the creation of a wall of flame is wildly unpredictable, and these creatures have been known to suddenly form without warning anywhere in the plane's burning expanse, even far from its border with the other elemental planes. Collectors of primordial walls often consider the wall of flame to be among the most beautiful, making it highly spought after, and the unsuau frequency with which it forms makes it a common sight in elemental courts and palaces.

Shining Wildly. While the wall of flame is in some ways beautiful to behold, its presence in a collection can rarely be easily justified. Special measures of precaution must be taken when dealing with a wall of flame outside of its native plane, lest it burn away the prized possessions of a collector. A wall of flame can sometimes seem so wild and strong-willed that many who encounter them swear there is a more malicious intelligence behind their actions, as if they were being piloted by some stronger elemental spirit than the mundane ones expected to be found within the other primordial walls. This causes some scholars to speculate that perhaps each wall of flame shares a special connection with Kossuth, the Primordial Lord of Fire, believing the walls of flame discreet follow his directions.

WALL OF FROST

Most often found as a natural product of the Elemental Plane of Water, almost exclusively on its border with the Elemental Plane of Air. A wall of frost is perhaps one of the less-dangerous of primordial walls, capable only of the slow movement of glaciers, and of so solid a shape that it has no way method of fighting foes. But primordial walls are structures created to guard borders, and in that department, the wall of frost truly excels. Much thicker than other primordial walls, and entirely solid on both sides, the only method to move past a wall of frost is to either go around it, climb it, or break through it, and none of these options are ever very easy. Simply touching a wall of frost is enough for it to begin encasing whatever- or whoever- is touching it in its own subzero ice, eventually swallowing them entirely.

Guardian of the Clan. On the Material Plane, primordial walls are a rare sight, often summoned only in special circumstances to guard doorways, or by elemental-worshipping cults to be used as unfeeling defenders. But for any adventurer who seeks to hunt frost giants or cloud giants, a wall of frost might be a familiar sight. Giant mythology relates a legend of how a particular giant deity once used a single, enormous wall of frost to fend off an attacking army. Many giants are keen on having one of these primordial walls in their home to help defend against invaders, in honor of the story. And since frost giants may climb the wall without difficulty, and cloud giants are capable of simply flying over, these walls offer no difficulty in the navigation of their own home.

WALL OF FROST

Large elemental, unaligned

Armor Class 16 (natural armor)

Hit Points 126 (12d10 + 60)

Speed 5 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	2 (-4)	20 (+5)	3 (-4)	8 (-1)	8 (-1)

Damage Vulnerabilities fire, thunder

Damage Immunities cold, poison

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned, prone

Senses blindsight 30 ft. (blind beyond this radius), passive Perception 9

Languages understands Aquan and Giant, but can not speak

Challenge 5 (1800 XP)

Defender. All attack rolls made against the wall have disadvantage.

Flash Freeze. Any creature which touches the wall or hits it with a melee attack must make a DC 16 Constitution saving throw or be grappled. The wall may grappled any number of creatures in this way. As long as a creature remains grappled, it autotmatically takes 9 (2d8) cold damage at the start of each of its turns.

Unmoving Wall. Any creature attempting to move through a space occupied by the wall must make a DC 19 Strength (Athletics) check to do so.

WALL OF ROCK

Large elemental, unaligned

Armor Class 17 (natural armor)

Hit Points 95 (9d10 + 45)

Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	1 (-5)	20 (+5)	2 (-4)	10 (+0)	6 (-2)

Damage Vulnerabilities cold, thunder

Damage Immunities acid, fire, lightning, poison; bludgeoning, piercing, slashing damage from nonmagical weapons

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10

Languages understands Terran but can not speak
Challenge 4 (1100 XP)

Defender. All attack rolls made against the wall have disadvantage.

False Appearance. While the wall remains motionless, it is indistinguishable from a normal rock wall.

Unmoving Wall. Any creature attempting to move through a space occupied by the wall must make a DC 16 Strength (Athletics) or Dexterity (Acrobatics) check to do so.

Actions

Topple. Chunks of rock fall from the surface of the wall in a miniature rock slide. The wall loses 9 (2d8) hit points, and each creature within 5 feet of the wall must make a DC 15 Strength saving throw. A creature which fails this saving throw takes 9 (2d8) bludgeoning damage and is knocked prone and restrained, trapped under the fallen debris. A restrained creature or another creature nearby can use an action to attempt a DC 15 Strength check, pulling the trapped creature from the rubble on a success.

WALL OF ROCK

One of the four most common primordial walls, shaped from the basic elements found with the elemental planes, the wall of rock is nonetheless an imposing presence, in the rare circumstance that it is noticed in the first place. In the dark caverns of the Elemental Plane of Earth, most areas are carved from mundane stone walls, and this primordial wall looks no different. While these primordial walls form naturally on the plane's borders, the wandering elemental known as Ogremoch is also well-known for shaping these walls in his passing. More patient, and more observant, than other primordial walls, a wall of rock fashioned by Ogremoch himself is capable of communicating directly with the Mountain of Doom from any distance while both are on the Elemental Plane of Earth, allowing them to warn the elemental of intruders upon his domain, without such travelers even knowing they've been spotted.

Built to Outlast. In centuries past, these primordial walls were often used as an uncommon form of defense in the lairs of stone giants, and in the hidden passageways of dwarven strongholds. Capable of blending perfectly with the stone around them, a wall of rock was often used to cover the entrance of secret passageways meant to hide valued goods from prying eyes. When the giants or dwarves using the walls would later be forced from their homes, or pass on without a chance to share the secret with their descendants, the truth behind the wall would be lost, left to await some perceptive adventurer who would just happen to uncover the secrets they hold.

WALL OF SWORDS

A flying mass of blades, more deserving of being called a swarm than a wall, the wall of swords is all the same an elemental, just as the other primordial walls. Similar to the wall of bones, a wall of swords is created by summoning a minor elemental spirit, and commanding it to possess nonliving material. Unlike the wall of bones, creating a wall of swords is not so simple, requiring a lengthy ritual performed ahead of time to prepare the mass of weapons for possession, or risk the elemental being unable to properly control the weapons used. A wall of swords is an entirely synthetic primordial wall, incapable of forming on the elemental planes, instead being the creation of some mad wizard stretching the boundaries of elemental summoning. These walls are not often created, as acquiring enough weapons to form one takes either great effort or large sums of money, both of which could likely be better spent. But there do exist ways of making the creation of a wall of swords much more worth it.

Empowering Effort. These primordial walls take their name from the fact that swords are often the most common weapon available, making them a likely candidate for the materials needed, but a wall of swords is equally capable of being created from other weapons. While less common, a wall of hammers, axes, or even spears is just as possible, each with their own benefits and downsides. And for an enterprising mage with the right amount of money, or one versed in the art of enchantment, creating a primordial wall from magic weapons is also a possibility.

There aren't many known examples of a primordial wall made from magical weapons, but records of experiments exist which confirm it can be done, with much more deadly results than a standard wall of swords. A wall of flaming weapons, or ones that buzz with electricity, or even ones capable of casting minor magical spells can only be formed. Such a wall also has the added benefit of not requiring the same preparation ritual that a pile of nonmagical weapons would, with already enchanted weapons being much more pliable for possession by an elemental spirit.

WALL OF SWORDS

Large elemental, unaligned

Armor Class 14 (natural armor)
Hit Points 113 (15d10 + 30)
Speed 0 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	15 (+2)	2 (-4)	11 (+0)	5 (-3)

Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned
Senses blindsight 30 ft. (blind beyond this radius), passive Perception 10
Languages understands Primordial but can not speak
Challenge 6 (2300 XP)

Defender. All attack rolls made against the wall have disadvantage.

Cutting Defense. Whenever a creature successfully hits the wall with a melee attack, the attacking creature must make a DC 15 Dexterity (Acrobatics) check or take 3 (1d6) slashing damage.

Flyby. The wall doesn't provoke an opportunity attack when it flies out of an enemy's reach.

Magic Weapons. The wall's weapon attack are magical.

Actions

Multiattack. The wall makes three slash attacks.

Slash. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

WATER WALL

Large elemental, unaligned

Armor Class 13 (natural armor)
Hit Points 42 (12d10 - 24)
Speed 30 ft., swim 120 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	7 (-2)	3 (-4)	8 (-1)	6 (-2)

Damage Vulnerabilities lightning
Damage Immunities acid, fire, poison
Condition Immunities blinded, charmed, deafened, exhaustion, grappled, frightened, paralyzed, petrified, poisoned, prone, restrained
Senses blindsight 120 ft. (blind beyond this radius), passive Perception 9
Languages understands Aquan but can not speak
Challenge 4 (1100 XP)

Amorphous. The wall can move through a space as narrow as 1 inch wide without squeezing.

Defender. All attack rolls made against the wall have disadvantage.

Unmoving Wall. Any creature attempting to move through a space occupied by the wall must make a DC 14 Strength (Athletics) check to do so.

Waterborne. While in water, the wall is invisible.

Actions

Whelm. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit* 8 (1d8 + 4) bludgeoning damage.

Overwhelm (Recharge 3-6). Each creature within 10 feet of the wall must make a DC 14 Strength saving throw, taking 13 (2d8 + 4) bludgeoning damage and being pushed 10 feet directly away from the wall on a failed save.

WATER WALL

Last of the four basic primordial walls, and without a doubt the most commonly formed, the water wall is a creation of the Elemental Plane of Water. Whenever some portion of another elemental plane threatens to spill over into the great ocean of the Plane of Water, a water wall almost inevitably forms in order to stop the spillover, rising from the sea in a towering mass to block the way. Planar scholars have spent decades of research attempting to discover the reason these water walls form so frequently and so naturally, but no solid explanation has yet been produced. The range of theories so far created deal with everything from the inherent amorphousness of water to the idea of some great and unknown elemental spirit of the deep creating them to protect what it sees as its domain. Whatever the reason, the number of water walls within the Plane of Water's reaches is often cited as the reason traversal of that sea can prove so dangerous, and also allows these primordial walls to be summoned with far more ease than others.

Chaotic Makeup. While a water wall is inherently amorphous, without a defined shape, seeing one take on a specific form is not an unheard of occurrence. These primordial walls seem to prefer using only pure saltwater for their composition, but when the need arises, they are capable of swallowing sand, stones, sharp shells, and other debris to add a small offensive edge to their attacks, or to allow them to better tear through the defenses of the ships which ride the waves of the Plane of Water. Water walls are even capable of banding together and combining their efforts to be more effective, a tactic which some believe is even capable of melding the elemental spirits which hold them together, creating larger and more deadly water elementals in the runoff.

WALL OF WOOD

In ancient times, the boundaries between each of the planes were unclear, and crossing between them could sometimes be a matter of simply stepping forward. So it was that elemental spirits came to wander each of the planes, interacting with the beings they found there, and melding with them to birth new forms of existence. Among these new creations was the wall of wood, a dense copse of trees merged together and given life by the elemental spirit which inhabited them. The wall of wood is the most ancient of primordial walls, a being from eras long past, which has lived through millenia to watch and see all that occurs in front of it. Bound to the form of the trees, these primordial walls can not move, and can not interact with the world around them, but their long lives have given them patience and taught them peace. Now each wall of wood sits quietly, watching as time passes by, contemplating and thinking, and gathering wisdom within their boughs as their limbs and leaves gather sunlight.

Dying Wisdom. When elves were the only race to walk the land, they were also the first to discover the spirits that lived within each wall of wood. Using magic, the elves were able to communicate with the elementals, and treated them as they would revered ancestors, who had already lived for thousands of years. Some elves even claim these elementals were the source of elven magic, taught to them in ancient ages, before recorded history. Over time, the secret of communicating with these ancient beings was lost, and so was the knowledge of their existence, only to be rediscovered centuries later. By this time, most of these walls had been destroyed without knowing what they were, and the wisdom they could have shared has been lost. Some mages have tried to replicate their existence, attempting to place elemental spirits into batches of trees, but these experiments continually fail, and the number of these rare and incredible primordial walls only continue to decrease.

WALL OF WOOD

Large elemental, unaligned

Armor Class 8

Hit Points 32 (4d10 + 8)

Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	7 (-2)	15 (+2)	2 (-4)	10 (+0)	6 (-1)

Damage Vulnerabilities cold, fire

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned

Senses blindsight 15 ft. (blind beyond this radius), passive Perception 10

Languages understands Elvish, Primordial, and Sylvan, but can not speak

Challenge 1 (200 XP)

Defender. All attack rolls made against the wall have disadvantage.

Unmoving Wall. Any creature attempting to move through a space occupied by the wall must make a DC 11 Strength (Athletics) or Dexterity (Acrobatics) check to do so.

SCAVENGER GHOUL

The act of consuming the flesh of a sentient creature is a horrific crime against nature, viewed by most deities as an unredeemable sin. It is little wonder, then, that most ghouls are regular practitioners of the act. But the act of cannibalism, eating the flesh of one's own race, is thought to be especially horrible. So what happens when a cannibal is turned into a ghoul after death? The unholy union of pre-death and post-life cannibalism creates an entirely new breed of monster, one which seeks to eat the flesh of living and dead things not as a result of its curse, but only for its own twisted satisfaction.

Sinful Hunger. A creature willing to commit cannibalism is already an outcast among both its own kind and other civilized races, and so for many cannibals, the greatest end to their life they can imagine is to be transformed into a ghoul. To be able to after death instill fear in those who shun them, while simultaneously partaking in their desire for humanoid flesh, is not a curse to them, but rather a gift. It is perhaps for this reason that a cannibal turned into a ghoul is given greater strength and speed than other ghouls, and gifted with less rationale to hold back their actions. These ghouls are known as scavenger ghouls, and their is little to no thought behind their actions, as they will attempt to eat the flesh of others, living or dead, whenever the opportunity arises without regard for the situation. So great is their desire to eat that they will stop in the middle of battle, with no regard to the safety of themselves or others, in order to eat from the bodies of fallen foes and allies alike.

Growth from Rot. A single scavenger ghoul is capable of desecrating a full graveyard in a matter of days, devouring the decomposed remains with relish. But the act of eating this flesh seems to give a scavenger ghoul more than mere satisfaction, imparting on them some form of necromantic energy. When a scavenger ghouls eats the flesh of the dead or near-dead, any wounds it has suffered immediately begin to heal, and its own flesh and skin quickly stitches back together as if new. A scavenger ghoul which has recently feasted may even call upon this same necromantic energy to prevent their death days, or even weeks, later. Because of this, a scavenging ghoul loose in a village or city is a terrifying danger. If it manages to escape the pursuit of its would-be captors, even for a moment, it may reappear onlys hours later in full health.

SCAVENGER GHOUL

Medium undead, chaotic evil

Armor Class 14

Hit Points 81 (18d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	18 (+4)	10 (+0)	7 (-2)	13 (+1)	5 (-3)

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 11

Languages Common

Challenge 6 (2300 XP)

Regenerative Consumption. The ghoul begins combat with two corpse points. When the ghoul's hit points would be reduced to 0, it may instead expend a corpse point, preventing all damage as its wounds quickly regenerate.

Actions

Multiattack. The ghoul makes two claw attacks and one bite attack.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 14 (2d10 + 3) piercing damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage. If the target is a creature other than an elf or an undead, it must succeed on a DC 13 Constitution saving or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Consume Flesh. The ghoul consumes the flesh of a dead body or any creature at 0 hit points within 5 ft., gaining a corpse point as it does so. If the ghoul consumes the flesh of a creature at 0 hit points, the creature is immediately killed. Consuming flesh heals the ghoul for 7 (2d4+2) hit points, and causes the ghoul to gain a corpse point. A body provides two uses of Consume Flesh before it is entirely destroyed. A body provides two uses of Consume Flesh before it is entirely destroyed.

SEDGE TROLL

Swamps are common terrain for a troll to make its home in, as a swamp is often isolated from other creatures, and provides abundant food for the creature's scavenging lifestyle. But over many generations of isolation, sedge trolls have adapted themselves perfectly to life in a swamp, rarely leaving except to forage for supplies in times of crisis.

Lurking Danger. The sedge troll is uniquely adapted to thrive in swampy conditions, growing shaggy brown fur which allows them to blend with the moss and offal of swamp water, which also holds tightly the smell of the swamp once they leave. This smell is so natural to a sedge troll that they become capable of tracking anything which moves through the swamp which doesn't carry the same smell, including traveling merchants and adventurers. These they often observe for a time unnoticed, having adapted to hold their breath for extended periods while lurking just below the surface of dank ponds and on the edge of riverbanks. On a sedge troll does finally attack, fending one off can prove to be incredibly deadly. Not only are they gifted with the same regenerative powers found in all trolls, but they are occasionally able to recover immediately from what would otherwise be devastating injuries. But for those experienced in combat with trolls, the usual tricks of acid and fire will prevent this regeneration entirely, allowing them to be killed quickly before loss of life can grow out of hand.

SEDGE TROLL

Large giant, chaotic evil

Armor Class 15 (natural armor)

Hit Points 105 (10d10 + 50)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	20 (+5)	7 (-2)	9 (-1)	7 (-2)

Skills Stealth +4

Senses darkvision 60 ft., passive Perception 9

Languages Giant

Challenge 6 (2300 XP)

Hold Breath. The troll can hold its breath for up to 10 minutes.

Keen Smell. The troll has advantage on Wisdom (Perception) checks that rely on smell.

Recovery. If the troll takes damage that would reduce it to 0 hit points that is not acid or fire damage, the troll makes a Constitution saving throw with a DC equal to half the damage or 10, whichever is higher. If the troll succeeds on the saving throw, it instead takes no damage, as its wounds quickly heal.

Regeneration. The troll regains 10 hit points at the start of its turn. If the troll takes acid or fire damage, this trait doesn't function at the start of its next turn. The troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

Actions

Multiattack. The trolls makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Claw. *Melee Weapon Attack:* 74 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

SENGIR VAMPIRE

Among the most terrifying and tragic of all undead are the vampires, capable of full thought and a range of emotions, and cursed to live forever with an unquenchable thirst for the blood of the living. For some, the blight of vampirism was a mistake of their own choosing, taken on in the search for a greater cause. For others it is truly a blight, forced onto them by others to turn them into unwilling servants of dark powers. And just as the cause of vampirism is varied, so are the sources from which it may arise.

Born of the Baron. Many thousands of vampires have found the source of their power, and their burden, in the wellspring of vampiric power known as Baron Sengir. This powerful overlord was gifted with his own vampirism millennia ago, and has since terrorized thousands of families. For those who draw the attention of the Baron, either good or bad, there are only two choices- either allow the Baron to convert you as well into a vampire, or die at his hands to be raised as a loyal undead servant. Oftentimes those who encounter the Baron are not given a choice, and their fate is entirely at the whim of the Baron.

The Sengir Curse. The vampiric warriors and servants created by the Baron differ from most encountered in other areas. A Sengir vampire is often much weaker than other vampires, with less strength flowing through their undead veins, and less ability to draw upon dark magic in their battles. They can not change form at will as other vampires can, and the only connection a Sengir vampire has with the forces of darkness is an unlikely alliance with rats, which seem to hold a special connection to all Sengir vampires. However, a Sengir vampire trades this greater strength for other benefits- they are able to freely cross running water without risk of harm, and wooden stakes hold no power over them. While a Sengir vampire draws less power from the lifeblood of the living, they require far less of it to survive, needing to feed infrequently, and only requiring small amounts of it to continue in their undead state.

Hidden and Forbidden Origins. The source of all Sengir vampires is well known to be the Baron Sengir, but the Baron's own past is shrouded in mystery. Those who dare to investigate the Baron's past often find their lifespans unexpectedly shortened, either at the hands of the Baron's obedient servants, or by the fangs of the Baron himself. But the rare few who know even a fraction of the Baron's history and still yet survive may be convinced to speak, in hushed whispers, that the Baron's vampirism was granted from his own family. That the tale relates to the special connection all Sengir vampires feel to rats, and that the Baron's own mad grandmother plays a role in the story.

SENGIR VAMPIRE

Medium undead, lawful evil

Armor Class 14

Hit Points 85 (13d8 + 26)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	15 (+2)	11 (+0)	16 (+3)	12 (+1)

Saves Wis +6

Skills Persuasion +6, Stealth +7

Damage Vulnerabilities fire

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed

Senses darkvision 120 ft., passive Perception 13

Languages the languages it knew in life

Challenge 8 (3900 XP)

Blessing of the Baron. When the vampire reduces a creature to 0 hit points with its bite attack, the next attack it makes before the end of its next turn deals twice as much damage if it hits. In addition, it gains advantage on all ability checks it makes for the next minute.

Superior Darkvision. Magical darkness doesn't impede the vampire's darkvision.

Vampire Weaknesses. The vampire has the following flaws:

Forbiddance. The vampire can't enter a residence without an invitation from one of the occupants.

Sunlight Hypersensitivity. The vampire takes 20 radiant damage when its starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Actions

Multiattack. The vampire makes two attacks, only one of which can be a bite attack.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage, plus 14 (4d6) necrotic damage. The vampire gains temporary hit points equal to the necrotic damage dealt.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage. Instead of dealing damage, the vampire can grapple the target.

Children of the Night (1/Day). The vampire magically calls 1d4 swarms of rats, provided that the sun isn't up. The called creatures arrive in 1d4 rounds, acting as allies of the vampire and obeying its spoken commands. The rats remain for 1 hour, until the vampire dies, or until the vampire dismisses them as a bonus action.

SERRA ANGEL

Medium celestial, lawful good

Armor Class 16 (chainmail)

Hit Points 90 (12d8 + 36)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	21 (+5)	17 (+3)	12 (+1)	18 (+4)	16 (+3)

Saves Wis +7, Cha +6

Skills Perception +7, Persuasion +6, Religion +7

Condition Immunities charmed, frightened, exhaustion

Senses truesight 30 ft., passive Perception 17

Languages Celestial, Common

Challenge 8 (3900 XP)

Angelic Weapons. The angel's weapon attacks are magical. When the angel hits with any weapon, the weapon deals an extra 4 (1d8) radiant damage (included in the attack.)

Innate Spellcasting. The angel's innate spellcasting ability is Wisdom (spell save DC 15, +7 spell attack bonus.) The angel can innately cast the following spells, without requiring material components.

At will: *cure wounds (others only)*, *detect evil and good*, *spare the dying*

2/day each: *guiding bolt*, *protection from evil and good (others only)*

Keen Sight. The angel has advantage on Wisdom (Perception) checks that rely on sight.

Vigilance. The angel can take any number of reactions in a round, but can still only take one per turn.

Actions

Multiattack. The angel makes three attacks with its longsword.

Longsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit* 10 (1d10 + 5) slashing damage, plus 4 (1d8) radiant damage.

Reactions

Parry. The angel adds 3 to its AC against one melee attack that would hit it. To do so, the angel must see the attacker and be wielding a melee weapon.

Retaliation. When the angel is hit with a melee attack, the angel can use its reaction to make a single melee weapon attack against the attacking creature.

SERRA ANGEL

The creation of angels is a complex and mysterious process, and little of it is understood by the world at large. These powerful beings are born into the world in a burst of radiant light and warmth, given a purpose from the moment of their creation. To defend a source of good and purity, to engage in combat with the forces of darkness- the reasons for the birth of an angel are many and varied. Angels are most frequently born at the will of a god, as most deities are the only thing strong enough to create an angel. For no god is this more true than Serra, a divine figure that thousands turn to for holy protection, and said to be the source of creation for hundreds of different angels.

Born of Serra. An angel created by the divine will of the goddess Serra is referred to, rather predictably, as a Serra angel. But for such an angel, their source of creation is a point of immense pride. Few deities offer the same level of protection which Serra grants to her worshippers, and this fosters an intense belief in the ideals that the religion of Serra preaches. But for many, standing for what is right, protecting the weak and the innocent, and aiding those in lesser fortunes hardly require intense spiritual dedication. Because of this, the religion of Serra is popular among the common people, and it tends to spread quickly wherever it is introduced.

Blessings of the Light. Perhaps because Serra angels are created so frequently, most tend to be weaker than the average angel. Their blows hold less divine power behind them, and they are more easily injured than other divine creatures. But make no mistake, facing a Serra angel in combat is still a terrifying task, and most evil-doers who encounter one are likely to give up on the spot. Those who don't find themselves faced with a battery of blows from enchanted longswords, thrown by a creature who moves at blazing speeds in flashes of light. A Serra angel is always on their toes, and tend to strike quickly at the few who do manage to break their defenses. Like other celestials, a Serra angel is also capable of drawing upon divine magic, but their magic holds greater focus on the defense and aid of others- another blessing for which the common people are greatly thankful, and another reason the angels are treated with such reverence.

Secrets of the Divine. Though the worship of Serra is widespread, and her staunchest followers incredibly dedicated to her service, there are many who refuse to believe that Serra exists at all. At first such a claim, that a deity doesn't truly exist, might seem incredulous. But truthfully, the existence of her angels is the only proof that Serra offers. Even the angels that serve her do so only on the Material Plane, and none have ever had contact with Serra herself. No worshipper of Serra has ever communicated with her, but despite these things, the clergy of Serra maintain their position on her divinity. Serra is known to have existed in truth at one point in time, as a powerful spellcaster, capable even of creating her own plane. But at some point after the creation of her church, Serra disappeared from history, and the angels who once knew her personally have all passed. No one knows what happened to Serra, or truthfully where the angels that claim to serve her really come from. But for some, the truth is unimportant, and the faith in goodness that Serra's worship brings is all that matters.

SHIVAN DRAGON

On the island continent of Shiv, there is a legend about the creation of the continent, and the birth of the three races which inhabit it. In this legend, it is said the first of the dragons of Shiv were born from the air, and have ruled it ever since. On this point, the Shivan dragons would be inclined to agree. Believing that they have a divine right to rule the air above the land of Shiv, and preferably the air above all lands, the Shivan dragons are powerful and haughty creatures, capable of being terribly fearsome. But in rare times, when the dragons come under the sway of a charismatic and capable leader, they turn into the greatest defenders of Shivan freedom and independence.

Of the Fire. The Shivan dragons are known to come in a variety of colors, representative of the same varied breeds of dragon to be found in other lands. But unlike these other dragons, most Shivan dragons can only unleash goutts of fire from their maws, rather than calling upon other elements. Unlike the common red dragon, which requires a short time between breaths to blast fire at its enemies, the Shivan dragon is capable of unleashing its flames far more frequently. The bites of the Shivan dragon come from a mouth filled with both razor-sharp teeth and blasting heat, and they are even capable of launching balls of fire at large ranges with pinpoint accuracy.

Of the Air. The belief of Shivan dragons in their dominance over the skies is fairly well-founded, as few creatures as populous of the dragons of Shiv are capable of such acrobatic displays. The shape of a Shivan dragons wings allows it to fly at higher speeds than most other dragons, while the structure of their muscles allows them to keep gliding for hours on end, meaning few other airborne creatures are capable of escaping the pursuit of a Shivan dragon. While many have looked with envy on these displays of aerial power, and more have come up with the clever idea of taming a Shivan dragon as a mount, rare is the Shivan dragon that would deign to help a lesser race, and rarer is the one that would ever carry a lesser race on its back. For many Shivan dragons, a quick death would be preferable to such an action of servitude.

Lords of Shiv. For the Shivan dragons, a core part of their mythology is the existence of five primal dragons, said to be the origin of all other Shivan dragons. Though the primal dragons died many centuries ago, the legends of the Shivan dragons state that the primal dragons are reborn after they die. These reborn primal dragons are supposedly destined to rule over all other Shivan dragons, leading them into an era of great prosperity. Because of this, the dragon lords of Shiv, the largest and most powerful dragons, often try to claim themselves as being one of these reincarnations, in the hope the claim will give them legitimacy in their rule. Such stories are rarely ever found to be based on truth, and are almost impossible to verify unless all of the reincarnated primal dragons are brought together, but few who decide to serve the dragon lords ever care otherwise.

SHIVAN DRAGON

Large dragon, chaotic neutral

Armor Class 17 (natural armor)

Hit Points 184 (16d10 + 96)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	22 (+6)	10 (+0)	12 (+1)	14 (+2)

Saves Dex +4, Wis +5, Cha +6

Skills Athletics +9, Perception +6

Damage Immunities fire

Senses darkvision 120 ft., passive Perception 16

Languages Common, Draconic

Challenge 12 (8400 XP)

Legendary Resistance (2/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The dragon makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage plus 10 (3d6) fire damage.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage.

Fire Breath (Recharge 4-6). The dragon exhales fire in a 60-foot cone. Each creature in that area must make a DC 17 Dexterity saving throw, taking 49 (14d6) fire damage on a failed save, or half as much on a success.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Magmatic Blast (Costs 2 Actions). The dragon launches a ball of fiery magma at a point it can see within 60 feet. Each creature in a 20-foot radius centered on the chosen point must make a DC 15 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much on a success.

TIMBER WOLF

Medium beast, unaligned

Armor Class 11

Hit Points 45 (10d8)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	11 (+0)	3 (-4)	13 (+1)	7 (-2)

Skills Athletics +3, Perception +3, Stealth +3

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 2 (450 XP)

Banding. Creatures with banding can take their turns at the same time, gaining advantage on attacks rolls against any target already attacked this turn by a creature with banding. Attack rolls made against this creature have disadvantage if an ally with banding that is not incapacitated is within 5 ft. of the creature.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage, and the target must succeed on a DC 15 Strength saving throw or be grappled.

Reactions

Trip. When a creature provokes an attack of opportunity from the timber wolf, the timber wolf makes a Strength (Athletics) check with advantage, contested by the target's Strength (Athletics) or Dexterity (Acrobatics) check. On a success, the timber wolf trips the creature, causing them to fall prone. If the target falls prone, the timber wolf can make a bite attack against the target as part of the same reaction.

TIMBER WOLF

In the towns and villages which surround forests, relying on their resources for survival and to make a living, wolves are a constant threat. Oft misunderstood creatures, a wolf is rarely hostile, but they can prove to be dangerous to those lost alone in winter woods, or to those with flocks of sheep and cattle. In the end, however, a wolf is just a mindless beast, and a group of farmers with enough skill can track the wolf to its den, ending the threat. When it comes to timber wolves, that is no longer the best option.

Hunt with the Pack. A timber wolf is very similar to any other wolf, usually with a shaggy gray coat, and perhaps a bit more lean. But farmers and hunters who encounter packs of timber wolves tell of an uncanny intelligence lurking behind their mournful eyes, and a pack that works together with surprising insight into how best to handle a dangerous foe. Timber wolves do not seem magical, and many have been hunted before and brought back for magical study, with little to conclude they are anything more than beasts. But none can deny that a pack of timber wolves is much more trouble to deal with, and more prone to attacking and killing larger prey when times are tough and food is scarce.

Uncanny Blessings. As can be guessed from the popularity of wolves in historical legends and myths, timber wolves feature prominently in local tales. As timber wolves can be found wherever other wolves dwell, many stories speak of them as a challenging hunt, or use them as a source of moral concern in fables. Myths featuring timber wolves often tell stories as to why the wolves seem so intelligent, but still show less insight than other, less mundane creatures. A common thread can be found running between most of these stories, featuring an unnamed, or ever-changing, deity of the hunt, who used a group of wolves to flush out their prey, as normal hunters might use dogs. When this deity challenged a common mortal to a hunting contest, the mortal won by letting loose the deity's hunting wolves, and tricking them into fleeing their master's domain into the Material Plane. Supposedly timber wolves are the lost descendants of this god's former hunting pack, their celestial might lost over many generations, but a small shard of their former intelligence and skill with tactics lodged deep within their souls.

VERDURAN ENCHANTRESS

Many are the tales which speak of travelers wandering into darkened forests on a trip home, only to be distracted and led astray from their path by the enchantments and illusions of some forest elf. These stories are inspired by elves that give themselves over entirely to the worship of the forest, fleeing their previous lives to instead keep a solitary existence among towering pine trees and colorful wildflowers. This call to the wilderness is in the blood of all elves, and once followed, an elf begins to slowly eschew all things which used to represent their connection to society. Those who follow the call, and allow it to forever change their lives, are known as verduran enchantresses.

Wilds of the Fey. Elves have spent centuries researching exactly what causes a member of their race to suddenly forego their earthly possessions, in favor of a life lived on the wild side. Most elven scholars believe that the reason has something to do with the elves origin as creatures of the Feywild, the strange realms that faeries and many other magical creatures call home. The Feywild is abundant with untamed nature, and many of the fey who live there choose to do so in private glens and small personal groves, similar to the life that a verduran enchantress chooses for themselves. There is a belief that elves who choose this path for their lives are somehow being influenced by a stronger than average connection to the Feywild.

Magic of Mischief. The elves who follow this connection to their primal origins are given the title enchantress for the strange effect that it has on their magic. Every elf which leaves their former lives to join the forest claims that, once there, they begin to hear a beautiful music, one which all the forest has a part in playing. By listening to this song and committing it to memory, a verduran enchantress slowly becomes able to repeat it, with their own variations. By doing so, the enchantress is able to cloud the minds of others, charming them and making their wills malleable, or convincing travelers that they see things which aren't really there. Enchantresses that use this magic are the source of the many tales in other races that speak of elves attempting to use guile and trickery to lead innocent travelers from the path home.

Trickster Guides. The stories of other races in which verduran enchantresses appear are always greatly exaggerated, telling tales of elves which seduce and trap forlorn visitors for decades before becoming bored and allowing them to finally wander home. The truth is far less terrifying, though no less upsetting. A verduran enchantress seems to always be drawn to the protection of certain spaces within the forest that they call home, making every attempt to keep outsiders from coming too close to these areas, lest their presence taint them in some way. To prevent this, an enchantress will use their magic to subtly, or not so subtly, guide a traveler away from a spot which they prefer to have left alone. For those wandering the forest with purpose, or those with a will too strong to bend, the unclear intention behind these attempts can lead to misunderstanding, and blades might quickly be drawn.

VERDURAN ENCHANTRESS

Medium humanoid (elf), chaotic good

Armor Class 11

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	15 (+2)	10 (+0)	13 (+1)	16 (+3)

Skills Deception +6

Condition Immunities charmed

Senses darkvision 60 ft., passive Perception 11

Languages Common, Elvish

Challenge 6 (2300 XP)

Enchanted Defenses. Whenever a spell forces the enchantress to make a Wisdom saving throw, if the enchantress succeeds on the saving throw, it regains one expended spell slot of its highest available level.

Spellcasting. The enchantress is a 10th level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 spell attack bonus.) The enchantress has the following bard spells prepared:

Cantrips: *dancing lights, friends, minor illusion, vicious mockery*

1st Level (4 Slots): *charm person, disguise self, silent image, sleep*

2nd Level (3 Slots): *enthrall, hold person, phantasmal force*

3rd Level (3 Slots): *fear, hypnotic pattern, major image*

4th Level (3 Slots): *charm monster, confusion*

5th Level (2 Slots): *dominate person, geas*

Actions

Dagger. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 3 (1d4+1) piercing damage.

Charm. The enchantress forces a creature it can see within 5 feet to make a DC 14 Wisdom saving throw. On a failed save, the target becomes charmed for 2d4 rounds. The affected creature can repeat the saving throw as an action on its turn, ending the effect on a success.

Reactions

Feign Weakness. Whenever the enchantress is dealt damage by a melee attack, it can use its reaction to immediately fall prone, forcing the attacking creature to make a Wisdom (Insight) check contested by the enchantress' Charisma (Deception) check. On a failed check, the attacking creature is charmed for 1d4 rounds. The affected creature can repeat the saving throw as an action on its turn, ending the effect on a success.

WHITE KNIGHT

The story of the white knight is captured in the imagination of dozens of cultures, remaining a constant touchstone of romantic stories of high fantasy. A graceful protector, sworn to fight evil and uphold the causes of right and good. The appeal of such a story is obvious, and thousands of bards have crafted their own take on the tale, often making it difficult to determine the truth behind such words.

Rule of Law. In famous stories, white knights are always staunch defenders of purity and righteousness, their infallible moral compass allowing them to always settle on the side of good. In reality, white knights usually allow the law to determine for them what is right and what is not, simply following the orders of those who command them. For some, this can place a white knight firmly on the side of an opponent, marking them as little more than another enemy to be defeated. In the stories, a white knight usually rides alone, saddled on a stallion of pure white, traveling the countryside to rescue those in need of defending. But more often than not, a white knight fights among others of their kind, working in units to follow orders and combat whatever opponent is marked for them.

In Good Company. A collection of white knights all working towards the same cause is certainly a feature of most tales, but normally they quest separately for the same goal, each working hard to further a united cause or search for a long-lost relic. But a true company of white knights, often known as a table, is just as likely to be united only in who they serve, whether that happens to be the king of a large country or the religious leader of a church. Some white knights certainly choose to venture off on their own, seeking a better life or desiring to someday have their tales sung in a feats hall, but few remain alone for long. In a world of dangers, traveling alone through treacherous lands is rarely a good idea, no matter how well-trained or dedicated a person is. For white knights that work together, the leader they serve is rarely also a knight, and most have never seen combat firsthand. Political leaders and kings often establish tables of white knights to serve as powerful guardians and peacekeepers in their lands, or strong shock troops in times of war. While the most adept might be chosen to act as a leader for the others to follow, a chosen leader might also just be the favorite member of a table for whoever truly gives the knights their orders.

Truth in History. A white knight does not always ride upon a gleaming steed, or wear gilded armor which shines in the sun, and are just as likely to fall prey to the ills of sin as any other. But the stories told today of white knights are influenced by the original knights, a group of knights who were granted the blessing of angels, and imbued with some of their holy power. These original knights were said to be a terror to behold, shining with a light that blinded those born of sin, who swept down upon battlefields to slaughter those who fought on the side of evil. It is said that to sin in their presence was to experience an agony unlike any other, and that no mercy would be shown to those who committed an evil deed in their sight. These knights were blessed with incredible longevity, so that as long as they were never defeated by evil, they could continue their crusade for all time. Certainly many must have fallen since then, and been blessed with a peaceful rest in far-flung worlds, but not all may be given such rest. Occasionally stories and sightings do occur, of villages and town saved by strangers who shine with an unearthly light, destroying foul beasts with a single swing of their sword, only to ride away and disappear once more.

WHITE KNIGHT

Medium humanoid, lawful good or lawful neutral

Armor Class 18 (chainmail, shield)

Hit Points 78 (12d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	15 (+2)	11 (+0)	11 (+0)	12 (+1)

Saving Throws Strength +5

Skills Perception +2, Persuasion +3

Damage Immunities necrotic

Senses passive Perception 12

Languages Common, any one other

Challenge 3 (700 XP)

First Strike. The white knight has advantage on the first attack roll it makes on each of its turns.

Light Protection. The white knight is immune to necrotic damage, and has advantage on saving throws made to resist spells cast by warlocks.

Actions

Multiattack. The white knight may make two attacks with its longsword, or one attack with its longsword and one attack with its crossbow.

Longsword Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if wielded with two hands.

Heavy Crossbow. Ranged Weapon Attack: +2 to hit, 180/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

ZOMBIE MASTER

Medium undead, neutral evil

Armor Class 13 (leather armor)

Hit Points 59 (9d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
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10 (+0)	10 (+0)	12 (+1)	12 (+1)	12 (+1)	10 (+0)
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Skills Intimidation +2

Damage Vulnerabilities radiant

Condition Immunities exhaustion

Senses passive Perception 11

Languages Common

Challenge 4 (1100 XP)

Dark Lord. Other corporeal undead within 60 feet of the zombie master have resistance to necrotic damage, and gain advantage on the next attack roll they make before the end of their next turn whenever they take necrotic damage.

Regenerative Presence. Whenever another corporeal undead within 60 feet of the zombie master would be reduced to 0 hit points by any damage other than radiant damage, the undead must make a Constitution saving throw, with a DC equal to 10 or the amount of damage taken, whichever is higher. If the undead succeeds on the saving throw, it instead takes no damage.

Actions

Dagger. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) piercing damage.

ZOMBIE MASTER

Any army without guidance and leadership is doomed to fail, and this holds true even for the army of the undead. A necromancer capable of summoning swarms of rotting corpses from the ground is still at a disadvantage if another spellcaster capable of outthinking their plan comes along. But the undead are not well known for their ability to think and strategize, and so must come up with alternative solutions to the problem. For some, the zombie master is their solution.

Cruel and Unusual. Rather than being created from remnant corpses like most undead, the creation of a zombie master requires a living humanoid. Through a series of dark rituals, the victim of this process is slowly transformed from a once living and breathing creature into an undead terror, caught somewhere between the world of the living and the world of the dead. Such a terrifying process is also incredibly painful, and the resulting damage to the mind of the transformed creature often leaves them filled with a venomous hate for all things living, and for the spellcaster responsible for their fate. But despite this intense hatred, the process of creating a zombie master also ensures that they are left with no way of acting against the wishes of their creator, entirely unable to even consider harming them.

Terrifying Punishment. Because creating a zombie master requires a living creature, many necromancers choose to use rival spellcasters as the source of these creations, with the pain it causes being an additional benefit. The process of creating a zombie master also dulls and subdues the mind of the victim, keeping them more intelligent than most zombies and other creatures, but preventing them from performing any spellcasting they might have known in their previous lives.

Undead Commander. The name of the zombie master comes from the unique magical ability which the master has, capable of affecting not only zombies, but any undead with a fixed body as well. Undead such as zombies and skeletons which are guided by a zombie master seem to absorb necrotic energy before using it to empower their own blows, and become far harder to defeat and destroy. The best tactic against a zombie master is to attempt to find a cleric which can turn not only the master, but also the undead troops it leads, potentially separating them enough that they can be more easily picked off.

NON-PLAYER CHARACTERS

BENALISH HERO

Medium humanoid (any race), lawful neutral

Armor Class 18 (half-plate)

Hit Points 46 (7d8 + 14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	14 (+2)	10 (+0)	11 (+0)	13 (+1)

Skills Persuasion +3

Damage Resistances necrotic

Senses passive Perception 10

Languages Common, any one other

Challenge 1 (200 XP)

Banding. Creatures with banding may take their turns at the same time, gaining advantage on attacks rolls made against the same target. Attack rolls made against the benalish hero have disadvantage if another creature with banding that is not incapacitated is within 5 ft. of the benalish hero.

Heroic Stance. Whenever the benalish hero takes the dodge action, they may use their shield to block attacks against a single creature within 5 feet, causing all attacks made against the target until the start of the benalish hero's next turn to be made with disadvantage.

Actions

Multiattack. The benalish hero makes two attacks with its mace.

Mace. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit* 4 (1d6 + 1) bludgeoning damage.

BENALISH HERO

A Caste Above. In Benalia, there is a complex caste system in place which shifts and changes with the process of the lunar year. All castes are derived from one of seven clans, giving each citizen of Benalia a designated position in society at birth. Despite the changing structure of Benalish society, there is one caste which always holds a high position of authority, demanding respect from all- the caste of the hero. Heroes within the Benalish caste system must be awarded this caste in a dual ceremony performed both by a religious and a political leader, and are usually granted this honor after proving themselves to be warriors of the highest caliber. Once named as a true member of the Hero caste, a Hero may never lose their position in this caste. Even Heroes who have retired to more peaceful living situations still draw gazes of admiration from those who know them.

Outside the Lines. Once named to the Hero caste, a Benalish citizen is still considered part of their former clan caste, but they are not subject to many of the laws and restrictions of the system. Benalish citizens who are elevated to the Hero caste are always considered to be a Hero first and a member of their clan second. This is because, beyond their duties as guardians of Benalia, a Hero is also expected to act a neutral arbiter, capable of intervening and delivering judgement during disputes amongst Benalish citizens. A Hero is also expected to guard and uphold the tenets and ideals of the Benalish caste system, ensuring that each citizen performs their expected duties, and measures up to expectations, including other Heroes.

Makings of a Hero. Members of the Hero caste are incredibly varied, and may come from any other caste or race, but there are a few notable similarities to be found between all Heroes. The first is the remarkable ability to influence others, even staunch foes, into siding with the Hero under difficult circumstances. The second is an inborn spirit of compassion, and a desire to protect others from harm at any cost. Benalish Heroes may often risk their lives on the battlefield in order to ensure that their allies live on to fight another day. Some Benalish citizens believe that members of the Hero caste are born into it, marked from birth and blessed with charisma which seems almost magical, developing other heroic talents later in life. Other disreputable sources spread dark whispers about the ritual which raises a citizen to the Hero caste, claiming that before the ceremony, behind closed and tightly locked doors, magical rituals grant soon-to-be Heroes with the skills necessary to defend Benalia, including an almost fanatical desire to uphold the rigidity of the caste system.

REWARDS OF THE HERO CASTE

In Benalia, citizenship is hard to come by, and rarely sought by those who don't seek a particular type of rigidity in their lives. However, appointment to the Hero caste might come with a few particular perks, such as the ability to use Benalish mage-smiths to craft magical weapons and armor, access to magical lore stored in the cathedrals of Benalia, and above all, the ability to maintain the adventurer lifestyle. Being granted membership in the Hero caste might serve as a strong reward for adventurers who perform enough favors for Benalia, as well as lead to further adventures dealing with the expectations that the country of Benalia has for their Heroes.

LEY DRUID

All druids have an innate connection to nature which distinguishes them from other spellcasters. With this connection they can control plants, assume the shape of other creatures, or even speak with and command them. But ley druids are set apart even from this rare crowd, marked by their ability to tap into the primal magic energy which runs in a grid-like course across the face of the world.

Lines of Power. On many planes, magic is delivered and dispersed across the world by running through natural lines of power, known to most as ley lines. A druid which learns to tap directly into these power lines, or one who is born with the talent, can command far more natural power than most. However, doing so can frequently be dangerous, and even experienced ley druids take care not to draw too frequently or too strongly on the direct power of the ley lines.

Extreme Care. Attempting to draw too much power from a ley line itself can cause the magic within to warp, injuring the druid or those near them, or even influencing the natural world nearby. Because of these risks, novice ley druids only tap into the energy of the lines infrequently, using it only in extreme cases. For most ley druids, they would even rather die than risk shifting the ley lines too strongly, and upsetting the natural balance.

Magical Overload. The most common trick for any ley druid is to simply use the power of the ley lines to boost their already formidable skill in magic. By tapping into ley lines, the druid can take their normal spells and boost their effects. By doing so, a ley druid can even cause their spells to react in a way beyond what would normally be capable for themselves- or even capable for other, more powerful, spellcasters.

LEY DRUID

*Medium humanoid (any race, shapechanger),
neutral good*

Armor Class 13 (leather)

Hit Points 45 (10d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	11 (+0)	12 (+1)	17 (+3)	11 (+0)

Saves Wis +5

Skills Nature +3, Perception +5

Senses passive Perception 15

Languages Common, Druidic, Sylvan

Challenge 4 (1100 XP)

Spellcasting. The ley druid is a 7th-level spellcaster. Wisdom is their spellcasting ability (spell save DC 13, +5 spell attack bonus.) The ley druid has the following druid spells prepared:

Cantrips (at will): *frostbite, gust, magic stone, poison spray*

1st level (4 slots): *cure wounds, entangle, faerie fire, ice knife*

2nd level (3 slots): *barkskin, darkvision, heat metal, spider climb, spike growth*

3rd level (3 slots): *call lightning, conjure animals, plant growth, sleet storm*

4th level (1 slot): *divination, freedom of movement, ice storm*

Spellcharge (3/day). The ley druid may treat a spell it casts as if it were cast using a spell slot of one level higher.

Actions

Quarterstaff. *Melee Weapon Attack:* +1 to hit, reach 5ft., one target. *Hit* 3 (1d8 - 1) bludgeoning damage.

Wild Shape (2/day). The ley druid assumes the form of a beast with a CR of 1/2 or lower. The druid's physical statistics are replaced with those of its new form. It retains its mental ability scores and alignment. It's hit points become equal to its new form. When the druid is reduced to 0 hit points, it resumes its original form, and any remaining damage carries over.

NORTHERN PALADIN

Medium humanoid (any race), lawful good

Armor Class 17 (splint armor)

Hit Points 90 (12d8 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	16 (+3)	10 (+0)	12 (+1)	18 (+4)

Saves Wis +4, Cha +7

Skills Perception +4, Persuasion +7, Religion +3

Damage Resistances cold

Condition Immunities charmed

Senses passive Perception 14

Languages Common

Challenge 8 (3900 XP)

Chilling Touch. The paladin deals an additional 9 (2d8) cold damage when it hits with a melee weapon (included in the statistics.)

Innate Spellcasting. The paladin's innate spellcasting ability is Charisma (spell save DC 15, +7 spell attack bonus.) It can innately cast the following spells:

At will: *command*, *wrathful smite*

3/day each: *detect evil and good*, *detect magic*, *shield of faith*, *searing smite*

2/day each: *branding smite*, *zone of truth*

Actions

Multiattack. The paladin makes three attacks with its longsword.

Longsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) slashing damage, plus 9 (2d8) cold damage.

Smite Evil (2/day). When the paladin hits a chaotic or evil creature with a melee weapon attack, it can use a bonus action to force the creature to make a DC 15 Wisdom saving throw. On a failed save, the target takes double damage from the attack and their speed is reduced by 10 feet until the end of their next turn.

NORTHERN PALADIN

The term of northern paladin is a catch-all, used to designate the paladins that operate in the frozen and hostile wastes located far from civilization. In these locations evil never abates, seemingly drawn to the darkness and seclusion offered by such places. For this reason, a northern paladin is offered great respect and admiration by the church they serve, for the cause they've dedicated their lives to is fraught with constant danger.

Chilling Dedication. A northern paladin undergoes the same training as other paladins, learning the ins and outs of their religion before moving on to serve with sword and shield. Living by a strict set of rules, a northern paladin earnestly follows the commands of a single deity. But unlike other paladins, a northern often becomes more stern, more severe as time passes. The freezing winds and harsh landscape of the areas in which they choose to serve often turn them into grim servants of a great good, driven by a single-minded focus to carry out the task they set for themselves. For many of these paladins, evil is a choice that any creature can make when they come between the paladin and their quarry.

Master of the Ice. As a northern paladin serves out their holy cause, they grow to become deeply connected with the ice and snow around them. In lands of such deep darkness, a northern paladin must learn to rely less on their divine connection, and more upon the land around them. A northern paladin often uses this connection to master a few basic spells, drawing upon both the guidance of their deity and the natural world to empower their spells. In addition, a northern paladin learns to coat their own weapon in frost and rime, chilling opponents to the bone with each strike. A short number of times per day, a northern paladin may marry their divine empowerment and natural magic into a single powerful blow- but use of this attack is strictly regulated, meant only for use against the most nefarious of creatures. A northern paladin quickly learns that too frequent use of this power leads only to dark temptation, even for those who seek only to use it properly.

ROYAL ASSASSIN

Few positions within a kingdom are as highly coveted or feared as that of the royal assassin. A special cold-blooded brand of killer, a royal assassin works directly for the rulers of a kingdom, acting as a blade in the dark to swiftly end the lives of those who pose a threat, physical or otherwise, to the stability of the kingdom they serve. A royal assassin never knows any life other than one of servitude and murder, and this usually leaves them dark and humorless, with little desire for personal connection.

From the Beginning. Each royal assassin is specially trained for their position, taken from a young age and raised in the presence of the court by the previous royal assassin. These children are often given high-class educations, taught the politics of the land they serve, as well as how to blend into the culture of it and other kingdoms. They are often taught to discard any notion of the self, submitting their entire being to servitude under the royal family, no matter who happens to sit upon the throne. For a royal assassin, ensuring the continuance of the kingdom is of the highest priority. To this end, their tools of choice are lightweight and easily hidden weapons, tactical displays of acrobatics, and poisons of deadly potency.

To the End. Few royal assassins ever reach the level of reputation garnered by other professional killers. Their entire existence hinges on remaining unknown and unseen, with precious little of their existence ever being revealed. To this end, a royal assassin does not kill for profit and greed, or for personal vendettas and grievances, but only at the behest of the royalty they serve. For a royal assassin, the only part of their existence that matters is the kill- the use of a royal assassin is meant to send a message, and each assassin decides at the close of their training upon a personal calling card. A symbol, a unique item, or a particular method of murder- whatever the sign, it serves to discreetly send a message to those necessary that the assassination was a royal mandate.

ROYAL ASSASSIN

Medium humanoid (any race), lawful neutral

Armor Class 16 (studded leather)

Hit Points 66 (12d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	12 (+1)	12 (+1)	13 (+1)	10 (+0)

Saves Dex +7

Skills Sleight of Hand +7, Stealth +7

Senses darkvision 30 ft., passive Perception 11

Languages Common

Challenge 6 (2300 XP)

Sudden Death. The assassin's attacks deal double damage against creatures that have already taken an action this round.

Actions

Multiattack. The assassin makes two dagger attacks.

Dagger. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage, plus 5 (2d4) poison damage.

Hand Crossbow. *Ranged Weapon Attack:* +7 to hit, 30/120 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage plus 5 (2d4) poison damage, and the target must make a DC 15 Constitution saving throw or become paralyzed for 1d4 rounds. The target may repeat this saving throw at the start of each of its turns, ending the effect on itself on a success.

Reactions

Flee (3/day). When the assassin is hit by a melee attack, it can use its reaction to take the Dash, Disengage, or Hide action.

SAMITE HEALER

Medium humanoid (any race), neutral good

Armor Class 10

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	12 (+1)	10 (+0)	19 (+4)	12 (+1)

Saves Wis +6

Skills Medicine +4

Senses passive Perception 14

Languages Common

Challenge 2 (450 XP)

Actions

Cure Wounds. The samite healer touches a creature, causing them to regain 8 (1d8+4) hit points. The touched creature has disadvantage on the next attack roll they make before the end of their next turn.

Pacify (Recharge 5-6). The samite healer touches a creature, causing them to regain 8 (1d8+4) hit points. The touched creature has disadvantage on the next attack roll they make before the end of their next turn.

Reactions

Prevent Wounds. Whenever a creature within 60 feet of the samite healer that they can see takes damage, the samite healer can use their reaction to prevent half of the damage dealt, rounded down.

SAMITE HEALER

The Samite healers are dedicated masters of the art of healing magic. Sworn to never injure another creature, Samite healers never lift a hand during a battle except in the service of healing others. The dedication a Samite healer shows to this vow of pacifism is often a source of envy for other sects of monks and healers the world over.

Pious Origins. The group takes their name from a great healer who lived in ancient times by the name of Samite. Capable of curing any disease and healing any wound with only a single touch, Samite swept through a world that ran red with blood, borne on a tide of peace. Samite believed that they could end the bloodshed by treating both sides with compassion, and a world exhausted from battle took up their cause, following Samite and learning from them how to perform Samite's miracles. In the end, Samite's way was proven right, and the wars ended. Samite grew old and continued teaching, spreading their message of peace to every corner of the world.

Unwavering Neutrality. Even in the most prolonged of wars, the Samite healers may be relied upon to never take sides, no matter the events which occur in front of them. If a Samite healer by chance winds up on a battlefield, they forego any prior alliances in favor or attempting to prevent the injury of others as much as possible, even going so far as to sacrifice themselves when necessary. This protection even extends to those who would do the Samite healers themselves harm- though a Samite healer is just as capable of magically defending and healing themselves as they are others.

Steadfast Conviction. Many view the pacifism of the Samite healers as a sign of weakness, or treat the healers themselves with disgust. If any Samite healers are to be found on one side of a conflict, it can be guaranteed that an equal number are aiding the wounded on the other side. Because of this unwillingness to take sides, those fighting often find the Samite healers to be as much an enemy as the ones they fight against. The detractors of the Samite faith believe that when the Samite healers spend time curing the wounds of both sides, they prolong the conflict, and allow soldiers to survive that might later kill others who would not have otherwise died. The Samite healers refute these claims, stating their belief that each life is as precious as the next, and that by their healing they can slowly pacify the bloodshed created even by the most aggressive of soldiers. The Samite healers hope to reach out to others through their healing in order to change their hearts, and push them away from the path of violence, and on to one of peace.

VETERAN BODYGUARD

In a world so fraught with danger, where creatures lurk around every corner ready to maim and destroy the unwary, the protection of a fine bodyguard is worth any asking price. To fill this need, the Steel Shield Company was created. Created by a pair of retired adventurers-turned-mercenaries, the intention of this organization was to provide accessible protection to all those who needed it, with varied prices based on the means of those who needed the service. Today the Steel Shield Company has grown to include hundreds of members across dozens of cities, and their services are sought after by thousands of travelers seeking peace of mind while on the road.

Low-Class Prices. The Steel Shield Company is radically different from other mercenary outfits providing bodyguard service in that they do not seek to eventually be left with only high-class clients. Instead, the Company has stayed true to its conviction to offer affordable protection to everyone, and because of this, their reputation has grown exponentially since its founding. The cost of a bodyguard from the Steel Shield Company is based on where a traveler is going, and for what purposes- a merchant caravan asking for a bodyguard is charged a higher price than a farmer seeking to visit family in the highlands. While this idea may seem simple, since the protection offered to everyone is of high quality, people from both ends of society frequently do business with the Company over other bodyguard services.

High-Class Protection. To work with the Steel Shield Company is the dream for many retired adventurers. Becoming a bodyguard with the Company guarantees good pay and good benefits, and because missions are given out indiscriminately of skill, the work can often prove to be relaxing, with little trouble to be expected on certain jobs. But becoming a bodyguard of the Company has many intense requirements, the first of which is abundant experience in the field, which is tested and proven by bringing a potential member along on an already sanctioned job, and seeing how they react. Assuming acceptance, each new member then spends a year undergoing intense training, teaching them the skills necessary to provide quality bodyguard service. This training includes teaching a member special tactics that allow them to better defend anyone they're hired to protect, and teaching them to be uncannily aware of their surroundings so that a member can always react with almost supernatural quickness when danger is present.

VETERAN BODYGUARD

Medium humanoid (any), neutral

Armor Class 19 (half-plate)

Hit Points 112 (15d8 + 45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	10 (+0)	14 (+1)	10 (+0)

Saves Str +8

Skills Athletics +8, Perception +5

Condition Immunities weak-kneed, drunk

Senses passive Perception 15

Languages Common

Challenge 10 (5900 XP)

Impassive. The bodyguard has advantage on saving throws made to resist becoming charmed or frightened.

Reactive. The bodyguard can take up to three reactions in a round.

Sentinel. When the bodyguard hits a creature with an opportunity attack, the target's speed is reduced to 0. If a creature makes an attack against an ally of the bodyguard that is within 5 ft. of the bodyguard, the bodyguard can use its reaction to make a single melee weapon attack against the attacking creature.

Actions

Multiattack. The bodyguard makes three attacks with either its longsword or its shortbow.

Longsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

Shortbow. *Ranged Weapon Attack:* +6 to hit, 80/320, one target. *Hit:* 5 (1d6 + 2) piercing damage.

Reactions

Assistance. Whenever a creature within 5 feet of the bodyguard makes a Strength or Dexterity saving throw, the bodyguard can use its reaction to grant the target advantage on the saving throw. To do so, the bodyguard must be able to see the source of the effect causing the saving throw.

Protection. When a creature within 5 feet of the bodyguard that it can see would be hit by a melee attack, the bodyguard can use its reaction to add 4 to the AC of the target. To do so, the bodyguard must be able to see the attacker and be wielding a melee weapon.

CHAPTER 5: LOCATIONS

The multiverse is full of a diverse variety of planes and demiplanes, some well-known and well-traveled, and others relatively unknown and rarely seen. Planar scholars have spent millenia researching the composition of the planes, attempting to figure out why some planes are connected and others aren't, with little agreement on the outcome. Some believe it to be organized into an enormous wheel, with several dozen spokes running between planes. Others liken it to a grand tree, with planes on the same branch being accessible to each other. In these discussions, there are only two things the planar scholars agree upon. The first is that the numerous planes of the multiverse are connected to each other by powerful magic, some more strongly than others. The second is that there exist hundreds, if not thousands of unique planes, each with their own special makeup, and a strange diversity which can often be described in equal parts as beautiful and terrifying.

Listed here are a few of the more unique places of the multiverse, some demiplanes and others transitional spaces between two different planes. Each of them is wildly different from the last, and each offers their own challenges and rewards.

THE BADLANDS

Dead, twisted husks of trees and other plant-life. Towering shards of rock, rising from empty and burnt sands. A sparse and lifeless plane, watched by a sun which glows with supernatural heat, but gives off little light- these are the trademarks of the Badlands.

The Badlands are a demiplane of sorts, a minor location where the edge of the Elemental Plane of Fire touches that of the Plane of Earth, situated very near to the Negative Energy Plane. A location of very little hope and life, but one still filled with great and untapped potential. Because of its unique location at the conflux of three very different and very powerful planes, the Badlands are a source of great energy to those who know how to draw upon it.

The ground of the Badlands readily shapes itself to the will of spellcasters, even those not well-versed in the arts of such magic. It roils and twists on a regular basis, often giving rise to strange and rippling earthquakes that throw up mountainous spurs of rock without notice. These formations are a mainstay of the terrain of the Badlands, and each rises from the ground covered in the runic markings of the Primordial language. Translating these runes is a fools' errand- each is nothing but gibberish, random ravings created by the magic of the ground. But the spires are magical all the same, with an aura of strange primordial power which hangs faintly about them, a tantalizing mystery which hints that there may just be something more to them.

If the ever-present threat of being skewered is not enough, the oppressive heat of the Badlands' strange sun is also likely to end the life of any traveler not well enough prepared. Eternally hot, the Badlands has no night or day, and the heat never wavers. Water can be found on the plane in shallow pools, but these leech heat from the ground, often scorching the throat of those who would think to drink from them. The sun responsible for this is a dark violet color, offering intense warmth but little light, leaving the Badlands in eternal shadow.

This same sun is responsible for a number of changes in the few creatures which live beneath its glow, marking them as strange and alien. The fire elementals that wander here are the same shade of purple as the sun, and nearly every animal is lean and thin, with dark-grey or black coloration to better blend with the shadowy terrain. Perhaps most unnerving are the purple worms which live on the demiplane. Unlike their Material Plane cousins, these worms do not live exclusively underground- without the light of the bright sun to ward them away, purple worms in the Badlands readily burst from the ground to strike at creatures passing above.

Despite appearances to the contrary, the dead trees that litter the Badlands are not actually the remnant of burnt plants at all, but instead some form of mineral structure, more akin to rock than plant. This allows the dead "trees" to be controlled by spells which shape stone, but not those which maintain control of plants. In actuality, only one known form of native plant appears to grow in the Badlands, which seems to provide the sustenance necessary to keep a steady population of herbivores. A small shrub which grows blue flowers and does not seem to need water or soil to survive, the plant has been called Shadow Shrike, and sometimes even seems to grow straight from the bedrock. Despite its apparent hardness however, the plant is unable to survive for extended periods outside of the Badlands, unless frequently maintained using regular offerings of negatively-aligned arcane energy. This would imply the flowers are a result of the proximity of the Negative Energy Plane, making these flowers a paradox to planar cosmologists, something contrary to all known rules of magic and planar science.

To be sure, the Badlands present a dire landscape, a true challenge even for veteran explorers, but nothing unconquerable- were it not for the demiplane's proximity to the Negative Energy Plane. Injury in the Badlands is almost always a death-sentence for a creature, where any wound is slow to close, even with the help of magic. The natural healing processes of a body in rest are stunted, making recovery from injury, poison, or disease nearly impossible. Healing magic offers little help, with the energy it releases quickly drained away by the ground itself, eager to consume as much life-giving magic as it can.

NOTABLE LOCATIONS

True expeditions to the Badlands are a rare affair, since few planar scholars are willing to risk their lives to map a land that not many wish to visit in the first place. But other planar travelers, experienced adventurers and horizon walkers, still offer information on its locales, few as they are. Most are unique natural formations, seemingly immune to the sudden ground shifts and swells that pockmark the plane, but some small places exist which offer civilized reprieve, of a form.

The Arcade of Flames. A towering castle of bronze protected with a massive gate of gold, and an entranceway flanked by arches of ever-burning flames, from which the castle draws its name. The Arcade is the living place of an efreeti by the name of Ak'Tani the Violet Sultan, a strange exile from the Plane of Fire whose skin is a deep shade of purple rather than the usual red of other efreeti. The Sultan is known for her amicable treatment of guests who visit the Arcade, up to a point.

While generous to those who show respect, Ak'Tani expects gifts from those seeking her favor, even for a single night's rest. If at any point the Violet Sultan should feel insulted by those who enter her home, she is quick to address the issue, often with dire results. Such consequences most often include a demand of further gifts, or a single favor of labor or servitude, but can also include a demand for the execution of the offender. Such demands are not to be sneezed at either- the Sultan is served by a large court of other exiles from both the Plane of Fire and the Plane of Earth, and her own mastery of flame is more potent than other efreeti by far.

The Barren House. Because of its interplanar location, the Badlands has been host to several mad mages and dangerous necromancers, each hoping to take advantage of the demiplane's special negatively-aligned qualities. None of these were ever so successful as Trinox, the Baron of Malice, a powerful necromancer and mud-mage said to have come to the Badlands from some far-flung place in the Material Plane. Trinox immediately set about carving a new home for himself in the rock, a complex and layered cavern network to hold his many experiments, while forcing spires up from the ground to help hide the entrance from prying eyes. Once discovered by visitors to the Badlands, these caverns and tunnels would come to be known as the Barren House, a place filled with undead terrors and strange magical artifacts.

The creation of the Barren House by Trinox was only uncovered by mistake, through a small journal found in a disused hidden chamber. The journal was a record of Trinox's arrival in the Badlands, and the creation of the caves, but contained little other information, including Trinox's ultimate fate. Undead creatures still swarm within the deepest reaches of the Barren House, seemingly without end, and are so common at lower levels that all of the caves have yet to be explored. Some adventurers think Trinox may still be alive in the deepest reaches of the Barren House, churning out countless abominations in pursuit of some mad goal. Still they venture into its depths by the dozen, brining up magical artifacts seemingly left behind by Trinox in the upper levels, making the Barren House a popular destination for those seeking a fortune.

Spiral Spire. A high-reaching tower serving as a regular landmark for those traveling the Badlands, helping explorers to keep their bearings on the land around them. The Spire stretches to dizzying heights, the only formation of its size yet to be found in the Badlands, and additionally, the only spire with a seemingly-natural groove cut into its sides. This groove spirals around the side of the tower, giving it both a distinctive look and its name, and providing a convenient pathway to the top of the Spire itself. This pathway to the top is also important to planar travelers, as the highest point of the Spire is one of the few locations within the Badlands where a natural gate to other planes can be found. This particular gate is one of many leading to and from Sigil, the famed City of Doors.

A climb to the top of the Spire is a dangerous effort in its own right, to be started at the earliest point in the day. Because of its size, climbing the path to the top of the Spire takes several exhausting hours, and the small path offers no resting places along the way. While the Badlands has no night or day, experts at the climb recommend starting within an hour of waking up, or otherwise risk becoming too exhausted to continue partway up. Guides for the trip can sometimes be found at Utopia or the Arcade of Flames, but are only ever available when heading to the top for their own business, and are likely to charge quite a bit. But this expense is likely worth it for those who have never climbed the Spire before, since its slopes can often be more difficult than they first appear.

Utopia. In all of the Badlands, only one true settlement has ever managed to gain a foothold in its dangerous wastelands. Several centuries old, Utopia is a small mountain crafted from metal, rising roughly half as high into the skies of the Badlands as the Spire. The jagged form of Utopia is a godsend to a wanderer lost in the Badlands, a sign of shelter and resources not found in the rest of the wastes. Run by the same clan of gnomes who built it, Utopia has several dozen permanent traders, eight various taverns to choose from, and three inns of large size and differing quality. Most of the food offered anywhere in Utopia consists of various mixtures of the flower petals which grow on the the Shadow Shrike, and meerkat meat, the mainstay herd animal of Utopia.

THE BAYOU

Situated between the Elemental Planes of Earth and Water, there is a small plane known as the Para-elemental Plane of Ooze, where water and earth intermingle into something amorphous, neither solid or liquid. But situated just near it, sandwiched between the Material Plane and the Negative Energy Plane, there is the Bayou. And it is from this place that all other bayous, across all other planes, derive their name.

The Bayou is a massive swamp, left in perpetual twilight by the clustering branches which hang overhead, the same branches which stretch upward infinitely no matter how high you travel. The amorphous nature of the demiplane is obvious to a spellcaster, with both the brackish water and the darkened soil of the Bayou quick to answer the call of a mage attempting to shape them. Care must be taken in doing so though, as any sudden movements of either risks awakening slumbering elementals that sit just below the surface, with bodies made of thick sludge. These mud elementals are likely lost spirits from either of the nearby elemental planes, unable to isolate either ground or water for them to inhabit. While the elementals themselves aren't any stronger than what could normally be expected, the sludge that makes up their bodies is highly toxic, filled with a number of poisons and diseases. Injury by one carries a high risk of more extreme complications developing later down the line, and extra precautions should be taken when fighting a mud elemental.

Moving through the Bayou itself is a difficult and dangerous process, with ankle-deep water in most locations, and in others water levels might reach to the waists of even the largest of humanoids, well over the heads of their smaller companions. These water levels vary wildly from place to place, and might shift without warning, so that taking a single step off an unseen ledge below the water suddenly puts a traveler another two feet deep. Swarms of quippers are a risk that anyone stepping into the water takes, but they're still better than the alligators found throughout the Bayou's swampy marsh. An alligator reaching 10 or 12 feet long isn't uncommon in the Bayou, and while moderately more rare, 16 feet or more isn't impossible to find either.

Overall, life in the Bayou is abundant, found everywhere you turn your head, and every bit of it is incredibly dangerous, even to a prepared visitor. With a number of extraplanar creatures not found anywhere else, the Bayou has ended more lives than could ever be counted. Beyond giant alligators, huge blood-sucking insects, and other dangerous swamp-dwellers, there are also hundreds of different types of plants, both sentient and non-sentient. The dining habits of most of these fall on the carnivorous side, and plants that don't actively try to eat travelers are still highly dangerous due to the number of toxins and poisons found in them, each with their own unique method of using thorns, barbs, and spores to leave someone feeling ill.

Attention to safety must be a constant in all areas of the Bayou, even around creatures a planar traveler might normally find manageable. The Bayou influences strange changes on all manner of beasts, turning them into savage monsters capable of gutting unwary adventurers with a toss of their head. Meanwhile, the numerous oozes living within the Bayou benefit from the plentiful food and resources, and the difficulty their prey has in spotting them in the shadow of the Bayou's trees. This lets oozes grow to great sizes, at which point little but magically enchanted weapons are capable of dealing with them, and certain oozes might split dozens of times before they stop multiplying in a fight.

Though the Bayou is incredibly dangerous, there are still a few small populations of intelligent creatures which reside in the Bayou. If friendly to outsiders, these places are incredibly sought-after safe havens, usually selling supplies gathered from the debris of the swamp, and often offering places to rest and recuperate. Other settlements and populations aren't quite so friendly, and outsiders caught in their territory face other dangers. Slaad, hags, yuan-ti, and even ooze-worshiping warlocks stalk the trees and fetid pools of the Bayou, preying on the more common bullywugs and grung also living there.

All in all, a trip into the Bayou should never be made unprepared, and a traveler should always take extra precautions when readying a trip to the Bayou. A week's worth of supplies might suddenly vanish into a quicksand bog, or be engulfed in the mouth of a monstrous crocodile, leaving you high and dry with no other option but to seek out intelligent company, with all of the dangers that entails.

NOTABLE LOCATIONS

The Bayou holds dozens of reasons for a planar traveler to visit, ranging from resources to riches, and expeditions organized for the Bayou aren't uncommon for those with the time, money, and interest. But despite this, mapping the Bayou is a notoriously difficult prospect, and those who try often get lost or suddenly turned around without frequent landmarks to guide them. Listed here are a few well-known locations, both as somewhere a weary traveler might find reprieve, or as a place to immediately turn around and head back the other way.

Bladder House. An unusual inn with an unusual name, Bladder House is a series of inflated domes with wooden bottoms, connected to each other by rope and plank-bridges. The largest of the domes, and the only one with a gangplank that lowers to allow access from the water, is the central room of the tavern. This dome consists of a two-level bar with traditional wooden tables on the wooden floor, and rigging-like netting attached to the ceiling where more acrobatic patrons can relax and enjoy their drinks.

Bladder House has no beer or wine to offer, but does enjoy a small variety of liquors made from some of the most common plants of the Bayou, brewed on a special floating dome kept at a distance from the others to minimize risk of accidental fire. Besides drinks, a menu consisting almost entirely of roots, shoots, and fish is also on offer, made to order by the owner and chef of Bladder House, Bill'e Yee'haw.

A blue grung, and one of the few truly friendly grungs to be found, Bill'e Yee'haw's tavern and inn is a mainstay in the lives of those who frequent the Bayou. Bill'e is a highly animated individual, often leaping from rope to rope to make conversation with patrons and guests, careful to always wear gloves and otherwise keep from accidentally poisoning those he speaks with.

A night or three spent at Bladder House is always a refreshing ordeal for those who stay, and the inn has several rooms on offer, each located on other floating platforms connected to the main tavern. Some of these are reachable by bridge, while others require using ropes to cross, and several different sizes of room are offered, though each has roughly the same comfort level. During the night, with no one to deliberately guide it, Bladder House sits unmoving in the tepid water of the Bayou, meaning guests can always be sure they'll be in the same place come morning, assuming they wake and leave before Bill'e Yee'haw gets under way with traveling.

Chillscale Chalice. Located in some of the darkest reaches of the Bayou, Chillscale Chalice is an enormous, dead banyan tree, shaped like the cup from which the place draws its name. Reaching several dozens of feet into the tangled sky of the Bayou, this tree works very well as a landmark that all travelers should take great care to avoid. Chillscale Chalice is home to the largest group of yuan-ti to be found in the entire Bayou, led by a dangerous yuan-ti anathema, who regularly sends their servants out into the Bayou to seek new slaves for transformation or experimentation.

The main entrance to Chillscale Chalice is a series of docks found at the base of the tree, carved from the tangled root system so that it's hidden unless someone is looking directly at it. From here, yuan-ti will launch shallow wooden canoes in groups of hunting parties, seeking unsuspecting victims. If these parties encounter a group of travelers, the yuan-ti slide from their canoes into the water, careful not to make a sound as they do so, sneaking up and taking the travelers by surprise to restrain them and drag them back.

Chillscale Chalice has several different levels, including a few below water level, kept dry by the root wall of the tree. Each level of the tree serves a distinct purpose, organized according to the social hierarchy of the yuan-ti, with their anathema leader at the very top. This top level of the tree is open to the air, and it's said the anathema leader keeps several pseudodragon pets which they send to seek out small villages for the yuan-ti hunters to attack.

Meridia's Hut. A village of elves and halflings, Meridia's Hut is an astounding sight to those seeing it for the first time. The upper level of Meridia's Hut consists entirely of wooden buildings and hollows built into the thick trees of the Bayou canopy, in a cluster deliberately separated from other trees to prevent unwanted intruders. These upper levels are almost entirely the home of elves, who move from building to building by swinging along vines set up for that purpose, or by using the occasional bridge, though the latter method is universally considered to be less exciting.

The lower level of Meridia's Hut, on the other hand, is a nearly uncountable number of hanging platforms, attached by rope to the upper level so that it hangs a full twenty to thirty feet above the water level of the Bayou. Here the halfling residents of the village reside, as well as the hanging gardens that the residents of Meridia's Hut use to grow their food. To move from platform to platform, the halflings climb along ropes strung between buildings, or in areas where the cluster of buildings is dense enough, simply hop between the empty spaces. This lower level offers the only access to Meridia's Hut, by way of towering rope ladders which the halflings lower down to allow visitors to climb into the village after anchoring their boats on the wooden docks below.

No one is sure exactly how long Meridia's Hut has existed, but none of the elves living here remember the village's founding, implying it has existed in the Bayou for somewhere near a thousand years, if not longer. The halflings and elves who live in Meridia's Hut attribute this to the close relationship each has with the other, depending on each other for different services. The halflings below act as builders and farmers, growing food, repairing the village, and keeping watch for Bayou intruders like yuan-ti and lizardfolk raiders. Meanwhile, the elves act as guards, foragers, and smiths, rushing to the defense of the village when it is necessary, making expeditions into the Bayou for supplies, and forging the tools and weapons the village needs. This system has supported the village for living memory, and will likely continue to do so well past it.

Guardian Grove. A platform of dry land, drinkable water, and consumable plants set on the tepid waters of the Bayou, Guardian Grove has been the source of more conflicts than the Abyss itself. Originally created by a circle of druids intending to use it as a sanctuary for those lost in the Bayou, Guardian Grove is invested with powerful nature magic which has kept it safe and healthy through numerous disasters, and kept the plants, trees, and crops onboard the large platform growing steadily.

The original druid creators of Guardian Grove were defeated by a nest of yuan-ti, who took Guardian Grove as a ready source of food and a trap to lure in unsuspecting slaves. Liberated by the residents of Meridia's Hut a decade later, the elves and halflings owned it for almost twenty years before being forced out by a tribe of lizardfolk, who were defeated only months later when a clan of grung claimed it as their own, before moving on to other locations within the Bayou. Since then it has shifted hands over and over again, each group seeking to claim Guardian Grove for the influence it grants them over the nearby areas of the Bayou.

As of yet, the greatest secret of Guardian Grove has yet to be discovered- the hidden underground home of the druid leader. Home both to the secret process of moving Guardian Grove, a tactic which would make it much easier to defend and almost impossible to take back, and to a permanent portal to the plane of Arborea, valuable as a way out of the Bayou for any number of reasons.

THE PLATEAU

Nearly infinite scrubland, perfectly flat and broken only by a single, towering mountain. The edges of the this place break off into sheer cliffs, some of which lead to miles-long drops into a darkened abyss, while others have only a short fall to a quick end in molten magma. The only plant life found here resembles grass, yellow and dry, which spreads to every horizon, littered amongst stretches of deep red rock. At the center, the Rising Mountain teems with abundant life in all forms, each one fighting all others for survival.

The Plateau is located on the meeting edge of the Elemental Planes of Earth and Fire, two hostile lands which come together in a place filled with a surprising abundance of life. The Plateau rises high above each of its conjoined planes, exceedingly difficult to reach from either one, and totally separate from their hostile conditions. The Rising Mountain reaches up to gently graze the edges of the Positive Energy Plane, causes its life-giving energy to flow and pour down the mountainside like rain. It is here on the Rising Mountain where most of the life within the Plateau can be found, giving rise to a variety of creatures seen in few other places across the planes. Planar scholars have dedicated entire careers to studying the effects of the Positive Energy Plane on the Plateau's ecosystems, watching how its life-giving power changes and shapes natural cycles in short amounts of time.

The creatures which live on the Plateau, whether intelligent or animalistic, rely on the energy of the Positive Energy Plane for survival. Its presence causes the growth of all plant life, which in turn nourishes the fauna that flourish here, who are then hunted by the people that make their homes on the slopes of the mountain. In each life, an endless circle, with every possible ecological niche filled in a complex and interconnected weave. Strange variations on familiar creatures might spring up out of nowhere, such as small carrion-feeder dragons, or wolves the size of rhinos, ready to fight and take the place of whatever occupied its niche before it came along. In the Plateau, there is no such thing as an invasive species- a creature which finds its way to the Plateau either dies out, or joins as a new piece of the eternal cycle.

On the Plateau, wounds heal quickly, and exhaustion comes slowly, and magic to affect both can be incredibly helpful, or incredibly dangerous. A cut sealed by healing magic can close quickly, but too much magic might cause a flourishing of scar tissue and cancerous growths in minutes. Magic in the Plateau is always eager to come to the fingertips of those who call it, ready to tip the balance of in favor of life over death. But the Plateau is not without its struggles- earthquakes which give rise to landslides are common, and the air of the Plateau is hot and dry, with the only water to be found in small oases separated by vast miles.

It is below the base of the Rising Mountain where the heat is the worst, and chokes those who come unprepared. Here the spark of a fire might ignite the dry grasses without notice, burning its way across the landscape with sudden fury, clearing the land to make room for new life. Sudden wildfires created in this way aren't uncommon, caused by embers drifting from the lowest slopes of the Rising Mountain, or by travelers who aren't familiar with the dangers of lighting a campfire at night while sitting out on the wide open grasslands.

NOTABLE LOCATIONS

As such a popular location for planar travelers and scholars, the Plateau itself is fully explored, and maps of it are usually available to buy from any high-class planar cartographer. These maps are often invaluable to any adventurer visiting the Plateau, even for a short time, and are sure to include some of the more commonly frequented settlements in the Plateau.

The Firehouse. Near the base of the Rising Mountain, nestled at the entrance of a small cave, sits the Firehouse. This three-thousand year old Dwarven stronghold serves as the main base of operations for a guild of hunters known as the Brass Bringers, a group dedicated to studying, cataloguing, and collecting trophies from the wide variety of creatures found on the Plateau. In the centuries since its founding, the Brass Bringers has managed to collect evidence of over four hundred different creatures which no longer exist, offering a fascinating look at the change in diversity that the Plateau has experienced.

Over time, the Firehouse has expanded, growing from the simple base of the Brass Bringers to a city-fortress housing hundreds of residents of all types. When planar scholars first arrive at the Plateau, it is usually at the Firehouse, and it is here where they spend most of their time. The Brass Bringers readily welcome others to join them on their expeditions outside the walls of the Firehouse, and many scholars use these as opportunities to get up close to strange and diverse fauna and flora. Occasionally some who join these expeditions feel as if they've found their true calling, and while the Brass Bringers was founded by a group of dwarves, this hunting guild offers membership to any explorer who can prove their capabilities by bringing back a suitable trophy.

Those who live in the Firehouse full time without joining the Brass Bringers simply provide the day-to-day requirements of a small town, such as general goods stores, inns, and taverns. The only exception is the smithy, of which only one exists at any given time. This smithy, hosted in a single large chamber with several forges at the deepest reaches of the Firehouse, is where the stronghold gets its name. Staffed by a team of dozens, the billowing smoke from the forges pours from the top and back of the Firehouse, making it appear as if the building is perpetually burning. In these forges all metal equipment for the town is made, as well as all of the weapons and armor which the Brass Bringers use on their hunts, and which can quickly become scrap when faced with new and challenging creatures.

Hope's Peak. At the farthest reaches of the Rising Mountain, no life exists or survives- a barren, rocky land. At these highest points, the presence of the Positive Energy Plane floods anything that comes close with powerful radiant energy, causing them to burst with a powerful light. Just below this area, there is a large spur of rock which juts from the side of the mountain, upon which an eagle-eyed adventurer is likely to spot a small monastery sitting at its point.

This monastery is known as Hope's Peak, a bastion of training and study for the githzerai race. Serving as one of many githzerai sanctuaries away from Limbo, it is one of few that do not exist on the Prime Material Plane. For the githzerai, coming to this monastery is considered among the highest honors. At Hope's Peak, a githzerai monk can train without becoming exhausted, and without fear of injury, and retains a great deal of strength once they return to their home. Training at Hope's Peak can render even an amateur gith monk into a fighting force to be reckoned with.

The githzerai who live in Hope's Peak claim the top of the mountain as their own, and are incredibly distrustful of outsiders who stray too close to the monastery, often fighting first and asking questions later. No creature other than the gith have ever made it inside the monastery and come back alive, but when asked about such incidents, the gith of Hope's Peak offer only noncommittal answers. In the rare case the githzerai do come further down the mountain, it is always as a hunting party, searching for strong prey to train their skills on, and they are not always adverse to using adventurers they feel are staying too high upon the Rising Mountain.

The Interplanar Cartographical Society. A series of five towers, each made of stone and designed in the same manner, sit about halfway up the slopes of the Rising Mountain, forming a vast circle around it. These towers are the property of the Interplanar Cartographical Society, or ICS, a group of dedicated horizon walkers and planar travelers, whose mission is to explore and map every plane they find, to the best of their ability.

While guildhouses belonging to the ICS can be found in almost every major city across the planes, it is rare for the group to keep a stronghold on less populated planes, or planes where they have already finished their mapping. But the ICS maintains their towers on the Plateau not for mapping, but for the creation of exploratory guides. Beyond maps, the ICS is also renowned for offering guidebooks detailing certain planes, including the hazards and benefits associated with traveling to each. These guidebooks are all produced here, in these towers, for the benefit of all planar travelers alike.

The guildmaster in charge of these towers is Cherished Horizon, an aasimar who has been with the ICS for several years, and spent the majority of her career establishing the towers that the ICS maintains on the Plateau, as a place for the numerous guidebooks the ICS creates every year to be published in one place before being brought through a *gate* to their formal headquarters in Sigil, the City of Doors.

Tremortown. On the side of the Plateau which sits nearest to the Elemental Plane of Earth, the sprawling grasslands ends in sheer cliffs, dropping off hundreds of feet into total darkness. On the very edge, at a certain point, one might happen to notice a small adobe shack with no windows, and a single set of double oak doors. From this unassuming entrance, one would never guess that within the shack is a rope-controlled elevator, which descends to a strange city carved directly into the sides of the cliffs.

This city is known as Tremortown, a strange place of rigid authoritarianism, ruled by a group of dao known as the Stone Fist. Visitors to Tremortown must be sure to enter the city through one of two official channels, so that they can be issued a proper registration, marking them as temporary visitors to the city. Anyone found wandering the city without a registration is considered fair game for the guards to arrest and remand into custody for auctioning as slave labor. In Tremortown, even permanent residents must have a magical registration marking their position in society, or else risk the same fate that befalls unwanted visitors.

For planar travelers risking the trip to Tremortown, they'll find one of the few locations in the Plateau's grasslands with an abundant number of resources, including rare and necessary water. In Tremortown, however, even resources such as water are considered goods, not rights, and the Stone Fist control the entire supply of water to Tremortown. While there are numerous water vendors on the streets, each of them must have a special permit, and must buy their full stock through the Stone Fist, or else be punished severely.

Vigorous Ember. One half of the Plateau sits uncomfortably close to the Plane of Fire, and from the jagged edges of its grasslands, sharp drops of a few dozen feet lead straight into enormous pools of magma. Here the heat which sits over the entirety of the grasslands becomes almost unbearable for most travelers, and any creature not adjusted for such living risks constant dehydration. But at the very edge, a large platform of rock can be seen in the distance, with a stone bridge connecting it to the end of the Plateau.

At the closest end of this bridge is a gatehouse that any traveler attempting to pass must visit, where each pays a small fee and undergoes a short magical ritual to endow them with 24 hours of protection from the heat of the magma below. After that, once the bridge is crossed, the visiting traveler is in a city of splendors. This rock platform is home to Vigorous Ember, a town ruled in theory by democratic council. Each of the buildings is crafted from the same lavastone as the platform beneath your feet, dredged up from the magma below and cooled and hardened to a point it can be worked and place together. Most of the city's buildings feature small minarets of the substance, which often tend to act as jumping off points for new structures.

While at first the city may seem like a wonder, staying in Vigorous Ember for any longer than a few hours can quickly lead to danger for the unprepared. Thieves, cutpurses, and many manner of criminal walk the streets of Vigorous Ember, most of them azer, tieflings, or fiery dragonborn. No city guard exists to enforce the laws of the place, and the ruling democratic council is filled with the wealthiest of Vigorous Ember's citizens, who make laws only in the interests of their business, leading to a devastating income inequality throughout the city.

Despite these issues found within, Vigorous Ember is also host to one of the finest black markets found in any plane. Here there are stalls which specialize in relics and artifacts of great interest to planar scholars, taken from the abandoned remains of long gone planar societies, or outright stolen from the vaults of important individuals. Included among these items are powerful weapons and trinkets which are the dream of any adventurer, so long as they can hold onto their purchased goods during the trip out of the city.

THE SAVANNAH

Sweeping to the horizon in all directions, the Savannah is only a small domain of the plane known as Arborea. Filled with an abundance of plants and animals, the flow of life in Arborea is incredibly strong, leading to a beautiful and rich ecology found nowhere else on the planes. For many, the Savannah is the best example of Arborea's incredible beauty.

While all of Arborea lies close to the Positive Energy Plane, as most of the good-aligned planes tend to, the Savannah is a section of Arborea which is especially influenced by its presence. Here, flowers burst with color and trees bear enough fruit to weigh down their boughs, though the largest of them stretch to towering heights, with trunks as wide around as houses. The long grass coating the fields of the Savannah grows to the waist of an average humanoid, and sometimes even looms above the shoulders of the shortest.

Each creature living in the Savannah is filled with incredible energy that affects every aspect of their lives. Animals give birth at twice the normal rate, leading to wandering herds of herbivores that stretch for miles, and groups of dozens of carnivores that stalk the grasslands waiting for their meal. Some creatures wander the Savannah for decades or centuries, never ceasing their growth, becoming massive specimens of great power, often revered as demigods by the intelligent creatures that live within the Savannah.

Groups of intelligent creatures tend to gather in villages around the boughs of the Savannah's largest trees, filling their branches with platforms and buildings reminiscent of small cities. These societies all practice a form of nature magic that allows them to shift and alter the world around them, moving the landscape to better their advantage. Each village is headed by groups of leaders called Summoners, who wield a nature magic capable of bringing the spirits of nature from the ether to aid in the village's defense, or assist with building new structures.

But not every humanoid in the Savannah lives in these villages, and many instead choose a life of isolation, away from others, preferring to make contact with society only when necessary. These people have many reasons for their lifestyle, ranging from a desire to connect deeply with nature, to penance for long-past sins, or even the intention to hunt the Savannah's largest creatures for sport. All villages tend to treat these and other outsiders with different degrees of care or suspicion, and a traveller unfamiliar with the inhabitants of a village should be careful until they know exactly the sort of greeting they'll receive when approaching.

NOTABLE LOCATIONS

While maps of Arctoria as a whole are common, maps of specific locations within Arctoria are slightly more rare. Finding a high-quality map of the Savannah can be a challenge for someone without the right resources, and likely only the most important elements of the Savannah will be highlighted. But many different societies exist within the Savannah, far more than one map could ever distinguish.

The Purple Fields. Easily one of the most distinctive features of the Savannah, the Purple Fields consist of a few square acres of a incredibly vibrant purple flower, intermingled at points with a pink variation as well. This field serves as both a landmark for locals, and a popular destination for travelers visiting the Savannah.

The specific flowers growing in the Purple Fields seem to be some variation of the lily flower, with shorter stems and broader leaves. The flowers aren't known for any particular magical or alchemical properties, but those who visit the fields often pick several and transplant them to other areas for aesthetic value. These new plantings do not flourish like the original fields do, and flowers from the Purple Fields brought out of Arborea are difficult to maintain and care for. But within the life-giving soil of the Savannah, they have grown to be an indispensable source of natural beauty.

When planar travelers arriving in flying airships visit the Savannah, a rare occurrence but one which still happens, the Purple Fields are an attractive first choice for a landing pad because of its clear visibility and flat surface. But landing these vessels in the flowers crushes them, and is a surefire way to raise the ire of any watching locals long before contact with them has even been made.

Overgrowth. The largest of the settlements in the Savannah, Overgrowth is the result of a few hundred years of colonization within the same copse of trees, grown larger and larger over time. Overgrowth's original tree still stands, reaching above the tops of four others which have since grown around the central trunk.

As with most of Arborea, Overgrowth is a civilization of eladrin, strange and ephemeral elf-like beings. Unlike most of Arborea, Overgrowth is also home to a large population of humans, who are the original founders of the settlement. While a few eladrin claim to remember the group of humans who originally founded Overgrowth, these older citizens still seem to bear less of a connection to the great tree which supports the village than the human residents do. The summoners of Overgrowth practice a special form of their magic, which calls upon the spirits of plants as opposed to animals, allowing them to communicate with the trees that serve as the base of their village.

When in trouble, or in need of more room, the summoners of Overgrowth retreat to a special chamber at the very top of Overgrowth's central tree, which grows a few feet higher every year. Within this chamber, they perform rituals that allow them to communicate with the tree, causing it to grow in the specific ways necessary for the village, whether to make new hollows for homes and other structures, or to grow powerful walls of roots and thorns to ward potential attackers. Many druids have attempted to learn the secret of this magic from the summoners of Overgrowth, but only a few have ever been deemed worthy of such a gift.

The Tallwalker. On the plains of the Savannah, many of the most spectacular creatures to be found are much larger versions of other creatures found on the Material Plane. Bison standing 20 feet at the shoulder, wolves stretching 12 feet in length, and a bat with a 15-foot wingspan are all to be found somewhere within the Savannah. But even among these giants, one stands which inspires breathtaking awe in everyone who sees it for the first time, whose size dwarfs the largest of all giants.

Measuring well over 200 feet from tip to tail, the Tallwalker is the name given to a giant brontosaurus which walks the plains of the Savannah, leaving lake-sized footprints wherever it happens to step. The Tallwalker is believed to be the last of the brontosaurus alive in the Savannah, with no others having been spotted in recent history. The Tallwalker is a fixture on the Savannah, and survives only by making a circuitous route across the Savannah which never changes, and takes roughly 300 days for completion.

Only a few places within the Savannah are incapable of seeing the Tallwalker at all times, and as most societies make their homes within the great trees of the Savannah, most use the sight of the Tallwalker and its position on its path to mark the days of the year, letting them account for the passage of time in a plane that has no seasons beyond a perpetual summer.

Venus Alley. Perhaps the only proper place of trade to be found in the Savannah, Venus Alley is a pathway with rows of thick trees growing on either side, with hollows shaped into the trunks to serve as stalls for shopping. Every 30 days, a grand total of ten times in a year, the people living in the Savannah, including outsiders and hermits, gather together in the shade of Venus Alley to trade resources amongst themselves.

The stalls located here likely hold little of interest to the average adventurer, with weapons and armor usually missing, and little to be found on the magical side. But the ingredients found within are no doubt interesting to alchemists, wizards, druids, and spellcasters of other types. For planar scholars, Venus Alleys acts as an easy source of specimens which grow within the domain, so long as you bring along something to trade. Within Venus Alley, money is still accepted up to a point, but it only stretches so far. Most of those who come to Venus Alley do so with the hopes of receiving the things they are missing or most sorely need in return for what they have to offer.

THE SCRUBLANDS

A series of empty plains, filled with half-eaten and half-rotted corpses of plants and animals, stalked by thin and malnourished predators, left to hunt tiny herds of bony herbivores. In the Scrubland, situated at a strange and paradoxical conflux of the Positive Energy and Negative Energy Planes, life and death constantly struggle for dominance in a battle that neither can win.

At the Scrublands, just enough life energy washes through the demiplane to allow the growth of scraggly bushes and stubby trees, which feed the few creatures that wander its plains in an ecological balance which treads a thin tightrope. But these plants and animals suffer each moment spent in the Scrublands, exhausting themselves with every movement, and aging excruciatingly quickly before turning to dust. All the same, life continues unabated, in whatever form it can manage within this demiplane.

Creatures not native to the Scrublands tend to suffer even more heavily under its debilitating effects, and travelers to this rarely-visited land find their chances of long-term survival to be radically low. Tales exist of spells that deal with life and death simply fizzling on the demiplane, their effects fading, while others sometimes overload, blasting creatures nearby with intoxicating amounts of radiant and necromantic energy, often proving fatal with little warning. Even the smallest of wounds might suddenly result in a sudden death here.

Very little life exists in the Scrublands, which is home to only a few dozen types of creatures. The larger herbivores which walk other planes are entirely missing, and the large predators which rely on them are nowhere to be found. Rodents, deer, goats, and other small fare wander the expanse of the demiplane feeding on small bushes and clumps of grasses. Dingoes, bobcats, pseudodragons, and the occasional harpy are the most common predators, but every creature found here is often rail-thin, and heavily stunted in its growth.

The Scrubland is just as inhospitable for intelligent life, and serves as a popular place for those with access to the demiplane to drop convicted criminals and political exiles. Many of the individuals forcibly brought here are at first grateful for what seems to be a mercy, but any life eked out in the Scrubland is often hard-fought and hard-won, and barely a life worth living at all. In the end, for many, a quick death would have been preferable to the torment found on this demiplane. Infinite in size, the Scrubland stretches in all directions no matter how far a creature wanders, apparently totally disconnected from any other plane except by powerful magic, offering no escape for most of those abandoned here.

NOTABLE LOCATIONS

Infinite in size, attempting to map the Scrublands is an impossible task, and no one with real experience in cartography has ever been known to try. There is little to be gained in mapping even a part of a demiplane which no one ever wishes to visit. But as with most areas seen as forbidden, small rumors seem to appear from nowhere about what might lie within. None of these places are confirmed to exist within the Scrublands, but stories about them circulate all the same.

Heimdall's Arena. Many years ago, a villainous barbarian by the name of Heimdall was exiled from Sigil after attempting to overtake the city for his own purposes. Once defeated, rather than face death at the hands of the Lady of Pain, Heimdall fled using the key to a portal which only he possessed. None in Sigil knew what ultimately befell the barbarian, but a few tales have risen in the intervening years of a hidden arena in the depths of the Scrublands, run by the long-lost Heimdall. Supposedly used to recruit and train the most dangerous of criminals exiled to the Scrublands, there are stories of Heimdall sending those who survive the arena back to Sigil, to serve as executors of his will in a series of strange machination only he knows the reasoning behind.

Vertigo's Tower. Often said to be the only way out of the Scrublands, Vertigo is supposedly a powerful spellcaster who lives in the Scrublands at the top of a black-and-white tower. The source of this information is unclear, but there are many who will swear they heard of it from someone who escaped directly from the Scrublands. Why Vertigo would live in the Scrublands, and why he would offer his services to strangers lost there, seems unclear. But for many, the tale of Vertigo's Tower gives some small glimmer of hope to the hopelessness of being trapped in the otherwise endless Scrublands.

THE TAIGA

Nestled in a secluded demiplane just off of the Beastlands, the Taiga is a vast and untamed wilderness, filled with secrets overgrown by the relentless march of nature. Sharply rising mountains dot the landscape, ending in sheer cliffs which overlook deep valleys of verdant green. In this land of pure nature, a place of chaos and untamed growth, many have tried to carve a place for their ambitions. Their results lie buried beneath the undergrowth, in lost caves and secret ruins stalked only by the animals of nature, and the things the previous residents left behind.

No matter how far you travel in any direction on the Taiga, its edges appear limitless, just like the wild possibilities of the land itself. This infinite terrain provides plenty of room for the forests and mountains of the Taiga, in which life grows abundant. Millions of creatures live within the Taiga's infinite scenery, and their lives all hang on the razor-fine edge of nature's unfathomable plan. The creatures which find the most success in the Taiga are those adapted to survive severe weather conditions, such as sudden blizzards and rainstorms, or droughts and wildfires. In the Taiga, all of nature can shift suddenly and with little warning, with an unpredictability that threatens even the most experienced of natural explorers.

These shifts seem to be caused by a strange abundance of wild magic within the Taiga, suffusing nearly every inch of the land with its power. Spellcasters in the Taiga often find their spells cascading into strange and disastrous effects, far beyond the original intention. This magical instability can often cross over and affect the primal elements of the Taiga, causing them to run rampant like wild beasts out of control. A simple *firebolt* spell might ignite a forest fire without even touching the ground, and a mage casting *gust of wind* might find themselves caught in gale storm winds a few minutes later.

It is perhaps this unpredictability of the Taiga that pushes away those who try to settle it, causing even the most hardy to be consumed by the Taiga. Travelers who come to the Taiga seeking solace often find the price of solitude within the Taiga to be too high, and not finding the peace they seek, they leave just as quickly as they arrived. Those who have less concern for these costs, or perhaps simply less wisdom in such matters, often make frequent attempts to harness the power of the Taiga for themselves. These interlopers look at the Taiga's abundant natural resources and remote location, and see the perfect location for their own needs, and move to express and imprint their presence on the land. The Taiga itself seems to fight back against this, and few who try to take the Taiga ever return to their previous homes alive.

In spite of these issues, a few people of a very specific type do try to make the Taiga their home. For one reason or another, they all refuse to leave the Taiga, eventually learning to coexist with its chaotic nature, and the strange and wild creatures found in its deep forests and sharp hills. Other creatures, less people than monsters, never leave either, eventually forcing the landscape of the Taiga into something resembling submission, though only for a time. Eventually, the Taiga always bites back.

NOTABLE LOCATIONS

Unlike most demiplanes with an infinite expanse, efforts to map the Taiga have met with a modest amount of success. While frequent earthquakes do occasionally cause new rock formations, these are infrequent enough to not require constant revision. The difficulty in mapping the Taiga deals less with the natural lay of the land, and more the attempts of others to colonize it. One revision of a map of the Taiga might see several locations crossed off, and just as many new ones added, in entirely different areas. Helpfully, any planar visitors to the Taiga always arrive in roughly the same spot, allowing maps to be made which point to helpful locations through the use of landmarks visible near the arrival point.

The Abandoned Church. One of few tall structures in the Taiga that remain standing, it's no wonder that the Abandoned Church draws the travelers of the Taiga so strongly. While known as the Abandoned Church, the original purpose of the structure is unclear; the architecture of the building, with its soaring spires and open rooms, is certainly reminiscent of a place of worship. But its origins are shrouded in mystery, and the exact style resembles nothing from any culture yet found in the multiverse. Jutting angles tend to meet rounded dome curves at unusual angles, resulting in a dizzying effect apparently meant to confuse and disorient those who study it.

Further complicating matters, the Abandoned Church has actually been frequently restored for use as a true church by several other religions, drawn by some higher power to claim it for their own use. The Abandoned Church has, at various times, been used for the worship of Pelor, Boccob, Nerull, and Heironeous, as well as several other minor deities. But each of these churches eventually fails, their founders swallowed by the mists of the Taiga, and the church is eventually abandoned once again.

Some whisper that the church was originally built for the worship of strange beings, whose origins exist outside of the multiverse, brought into our world by unseemly methods. Others claim that the church is the origin point of the Taiga itself, and is related to the reason for the Taiga's strange magical properties and elemental chaos.

Black Rock. As the only base of scholarly research to have survived in the Taiga for more than a few years, Black Rock holds a special place in legend. This enormous stronghold is said to be home to hundreds of rooms, filled with thousands of notes of research on the Taiga's effects on magic used within the demiplane's confines. When Black Rock was finally lost, its destruction was spectacular, as an entire mountain shattered in the midst of an earthquake, and collapsed onto the top of the structure.

Black Rock had several dozens of entrances, and in the century since its loss, numerous expeditions have been mounted by various powers to seek access to the facility. Some attempt these expeditions to recover research, while others are hoping to find and profit from the powerful secrets that might be hidden below. So far, only five of Black Rock's entrances have been uncovered, with sixteen parties of scholars, adventurers, archaeologists, and treasure hunters making their way inside. These expeditions universally report the former staff of Black Rock having been transformed into some form of powerful undead, with most of the explorable facility limited by impassible cave-ins, or strange doors impervious to nearly every form of mundane and magical damage.

So far, the treasure pulled from the Black Rock expeditions has proven incredibly valuable, with strange but accurate insights into not only the nature of the Taiga, but the nature of magic through out the planes. Additionally, magic items with powerful abilities have also been unearthed, with effects which even powerful artificers have had difficulty in replicating fully. Word of these finds has reached ears across the multiverse, and so the number of people willing to search for Black Rock's other entrances, and the number of lives lost to the Taiga in the attempt, has slowly been increasing as time passes.

Celestian's Grace. This enormous airship, crafted from a strange brown metal, suddenly appeared in the air above the Taiga only a few years ago. The response from the demiplane was immediate, with powerful hurricanes followed immediately by chilling blizzards. But the airship stood fast, refusing to fall from the sky.

After weathering the storms of the Taiga, the ship landed in a wide and flat valley, and has spent most of the time since in the same position, only taking to the skies during particularly powerful earthquakes or storms. A few travelers to the Taiga have made contact with the ship since it was first spotted, bringing back tales of strangely amicable minotaurs, and the name of their airship- *Celestian's Grace*. Clearly named for the god of stars and wanderers, the minotaurs are apparently on a long journey at the behest of their masters, searching across the planes. What exactly the minotaurs search for, and who they serve, has yet to be answered in full.

Their suspect nature, and the ill reputation of minotaurs across most planes, has left few willing to parley with the minotaurs beyond necessity. The captain of their ship, an enormous creature who goes by the name of Starhorn for the intricate carvings on his horn, makes regular trips deep into the Taiga's forests, bringing back rare goods for trade with the few settlements that dot the landscape. While this has earned him and his crew much good will, many remain wary, questioning what the minotaur are searching for that has kept them within the Taiga for several years.

Northern Watch. A village which distinguishes itself for being the oldest continuous settlement in the Taiga, to anyone's knowledge, Northern Watch is a place of remarkable resilience. This town of only a handful of people was founded on the top of an already present structure, a large platform full of buildings, resting on a series of metal bars that emerge straight from the mountainside. Looking remarkably precarious from far off, the entrance to the town requires crossing a drawbridge to access the platform, at which point the sturdiness beneath your feet is an assuring presence.

The town offers little to attract visitors, beyond its very presence as a town within the Taiga. The villagers have no need of shops, and instead work together to survive the harshness of the Taiga, but will give food and bedding to traveling visitors in return for help with manual labor or other tasks. Occasionally the town gets new citizens, believing themselves to be fit for life in the Taiga, but most turn back at some point, and there are still an abundant number of empty buildings to be found on the platform, though some are in a state of disrepair.

The only other creature that makes its home on the platform is a large family of strange monkeys, who are gifted with folds of skin under their arms to allow them to glide when they leap from high places. These monkeys venture into the forest below each day to retrieve food for their group, and return by climbing up the mountain and gliding down to the platform. Anything creature without the ability to fly, including most predators, are kept away from the village by means of the drawbridge, the only method to get in and out, beyond flight. Residents have had occasion to use the drawbridge for protection, both against groups of large predatory beasts, and twice before to keep away groups of mauling orcs.

Tombhold. A village not considered a good fit for the faint of heart, Tombhold was built by hill dwarves around the bones of a long-dead giant. The village's entrance is protected by a stone archway crafted from the giant's jaw, and the walls which surround the village have been built to incorporate the giant's limbs and ribcage.

While not as old as Northern Watch, Tombhold has still existed within the Taiga for quite some time, and is the most popular spot for visitors to the Taiga to stop at. Located less than a day's travel from the arrival point of the Taiga, Tombhold is also a larger town than Northern Watch, mostly filled with the descendants of the dwarves who originally created the town. Because of this, Tombhold has the same sorts of services that might be found in other towns and villages, such as an inn and a general good store, as well as a library, which in many planes is a rare fixture.

Visitors to the village often describe its residents as dour or somber, though with good reason- even a short visit surrounded by the bones of the dead is enough to depress most travelers. In addition, many of the village's main buildings are built into the giant bones, using them as a frontispiece, or even crafting the entire building from some larger bones. But even though it may be depressing, these buildings are also the strongest in the village, with the fossilized bones able to stand up to both beating rain and scorching sun, without risk of collapsing or weakening.

THE TROPICAL ISLAND

As a demiplane of challenging elusivity, for most people the Tropical Island is considered to be nothing more than fantasy; a brightly-colored story about a land of eternal peace, where one can find release from any burden. The few planar travelers who believe the legends have searched out its shores for a millennia, to no avail. In truth, the Tropical Island does exist, and its bright shores are among the rarest sights in existence. Getting there is not just a matter of knowing where to go, but also where to come from. Travel to this demiplane requires hopping from one plane to the next in a very specific order, passing through far-flung and unexplored lands, in a route whose path eventually opens to sparkling blue seas and verdant shores.

True to the legends, the Tropical Island is a virtual paradise, with abundant and easily accessible food and water, and few dangers to be found in the island's jungles. Once at the island, gathering supplies becomes supernaturally easy, and necessary resources seem to practically fall right into your lap. On the Tropical Island's northern side there are no sandy beaches, but instead mineral-rich rocks, easily broken and smelted; meanwhile the eastern side of the island is almost all swampy lagoons, from which crude oils can be dredged and special medicinal herbs gathered. The basic materials of crafting can be found across the island, but even unusual supplies such other as paper, cloth, inks, and tinderboxes are found with regularity in half-buried chests and boxes. Where these supplies come from is never readily apparent, since shipwrecks are not a common sight on the Tropical Island's many reefs. Beyond these reefs is an equal mystery, stretching to the horizon in a seemingly infinite ocean, which no one can fully explore. Divination magic fails to see anything past a few miles out, while magical teleportation fails to work at all, except when used to leave the Tropical Island entirely.

Of equal mystery are the visions which the Tropical Island seems to inspire in those who spend time here, in the form of powerful hallucinations which hold even under the most intense scrutiny. Long-lost loves, friends and family who passed years before, and sometimes entire civilizations have appeared to the travelers of the demiplane. These hallucinations are so vivid and realistic that some spend hours wandering inside of them, lost in torpor with no cause for disbelief, before having them end as suddenly as they began. But while the visions leave the unwary victim in a dream-like stupor, few are ever injured as a result, and the hallucinations seem to actively guide the dreamer away from danger.

Some believe the visions are connected to a group of strange merfolk which may or may not exist, and are said to be the only native intelligence found on the Tropical Island. Supposed to stand 6 to 8 feet tall, with blue and purple skin and a large fin running the length of their back, an encounter with these creatures is even rarer than finding the Tropical Island in the first place. But apparently even seeing these merfolk can bring on the visions, much less attempting to interact with them. Visions created by proximity to the merfolk are as intense as any others, but last for much longer, sometimes even days before they finally fade. The size of the Tropical Island may help the merfolk to hide, with several square miles of thick jungle, and numerous lakes and rivers connecting directly back to the sea.

Few who arrive on the Tropical Island wish to leave, as most spend the majority of their lives searching for it. But travelers who arrive accidentally, with no way of returning home, are usually less excited by the prospect of remaining on the island. Sometimes these lost travelers attempt to leave by building boats, but the Tropical Island seems to take issue with this. Normally sunny skies and clear weather can quickly shift to thunderclouds and high-speed wings, rendering unfinished boats into little more than splinters. When a boat does finally manage to leave the Tropical Island, those aboard have never been seen or heard from again- not by the island's other residents, and not by the ones they're hoping to return to.

While sailing away isn't a likely option, the Tropical Island does still offer a small glimmer of hope for those hoping to leave. Outsiders such as angels and elementals, creatures capable of natural planar travel, sometimes find their way to the Tropical Island. Such visitors are unable to recall how they arrived at the island, and most don't remember what they were doing previously, only knowing they need to return to their homes. While they rarely stay long, many of these extraplanar visitors choose to explore the Tropical Island first, where stranded souls might have a chance of convincing them to lend aid. The magic of these outsiders is the only known way to leave the Tropical Island, and it is they who often bring back tales of the island to their home plane, leading to rumors and legends which circulate for decades among horizon walkers and planar scholars.

NOTABLE LOCATIONS

Little information about the Tropical Island exists among official circles, and no maps of what the island really looks like, or how to get to it, are known to exist. But the legends of the Tropical Island do relate tales about particular spaces which are of unusual interest.

Golem Lagoon. A beautiful lagoon of deep-blue and emerald-green waters, filled with bounties of fish and crustaceans, not far from the beaches of the island. And at its far end, beneath a waterfall, sits an iron golem of great size, turned green by years of oxidation.

The origins of this golem, how it arrived at the Tropical Island, and why it sits beneath the waterfall, are all shrouded in deep mystery. The golem has never been seen to move or act, and most think it dead, but others are not so sure. Faint magic can still be detected coming from the golem, which is twice the size of a normal example, and something magical seems to be lodged within its chest. But retrieving it is apparently impossible without attempting to disassemble the strong iron of the golem entirely.

Lazuli Temple. One of the only permanent structures found anywhere on the Tropical Island, the Lazuli Temple is an impressive work of architecture. Three stories tall, with an entrance on the top-level only reachable by a series of steep stairs carved into the front, the Lazuli Temple seems like it should be a place of constant worship for those who built it.

But the question of who built the Lazuli Temple has yet to find an answer. Its shining blue exterior has slowly become coated with the green growth of the jungle, and the only room within is entirely empty, with nothing but an old altar. Stained brown with what at first appears to be blood, but is apparently some unknown mixture, many wonder if the altar holds strange secrets of its own.

THE TUNDRA

A harsh and unforgiving environment, filled with a biting cold and a thrilling beauty, and enough of both to fill three lifetimes. In the Tundra, enormous mountains rise above a frosted valley like stone guardians, watching over and preserving this place of natural wonders. Here it is freezing cold at all times; so cold that few creatures are capable of living with the harsh chill. But despite its external hostility, the Tundra still hosts native life, creatures which thrive in the environment, rather than fighting tooth and nail to hold on.

The environment of the Tundra consists of a circular range of mountain peaks, each sloping inwards to form a large valley at the demiplane's center. Here in this valley, temperatures drop to incredible lows at night, and harsh blizzards are among the most common weather. During the day, sunlight brings only temporary relief from the ice and snow, as the tall mountain's at the valley's edge ensure the warm rays only touch the valley for a few hours at a time. But darkness is staved off for a few hours longer than that, with the snow-capped peaks reflecting light to see and live by for a full day, though with little warmth accompanying it. In the valley there are snow-covered fields and icy streams fed from underground springs, and here is where the majority of the Tundra's life can be found. Many varieties of animal wander the hills of the valley, while several different settlements can be found at various points around the land.

Life finds it much harder to flourish in the mountain peaks of the Tundra, where even the smallest of them rise thousands of feet into the air. The largest of the mountains, known as Cloud Peak, stretches so high that its top has never been seen, and is eternally cloaked in the cloud cover it draws its name from. The rock of the mountains is a tough, golden-brown stone, that planar mages believe may be magical, as even when the stone is brought to more verdant planes it seems to actively resist the growth of moss and vines, remaining bare. The slopes of the mountains frequently rise at dangerously sharp angles, and moving within them requires following difficult pre-carved paths, which more often than not end in sudden cliffs, or terminate in impassible rock faces. Traveling in these paths is highly discouraged among the residents of the demiplane, for little sunlight reaches them and the temperature stays near freezing, giving rise to astounding ice sculptures which can break suddenly, piercing unwary wanderers.

Navigating these pathways does get slightly easier as the year progresses, for the Tundra does experience seasons, unlike similar far-flung demiplanes. The seasonal cycle of the Tundra is not dissimilar to that of the Material Plane- the daylight hours grow longer in the summer, and the winter holds unbroken days of twilight and darkness. Summer is much warmer, and the ice along the tops of the mountains begins to melt in some areas. Winter, unfortunately, is always that much colder, and even the deepest parts of the valley are known to freeze over. And just like in the Material Plane, many of the Tundra's creatures attempt to avoid winter as best they can, hibernating for its duration. Once autumn approaches and the temperature begins its steady decline, the creatures of the Tundra enter a dangerous freeing frenzy, preparing to stockpile against the encroaching darkness.

Whether these conditions prove true for the rest of the demiplane is impossible to determine, despite efforts of planar scholars to do just that. While divination spells prove something exists beyond the mountains, the spells fail to provide further information, and expeditions past the mountains have all failed entirely. Trekking over the mountain on foot is suicide, as the dark nooks and crannies of the paths hold dangerous creatures otherwise native to the Underdark, who instead live a strange life on the surface. Unable to burrow past the frozen ground, rock, and ice, they rise at night only to steal into the valley and hunt. During winter, when the sun disappears for weeks, these same creatures become a terrible danger for those left alone. Flying across the mountains has been attempted, but the biting cold winds found at the altitudes necessary kill lesser creatures, and smash those resistant to the cold into the jagged rocks below. Attempting to enter the Tundra's demiplane in other locations has also failed, ending only with transportees in the exact center of the Tundra's valley.

NOTABLE LOCATIONS

The limited size of the Tundra available to explore means it has been mapped thoroughly, several times over. Unlike other chaotic planes, the people of the Tundra need only face the standard issues given to any ice-dwelling culture, meaning they remain a solid presence in the Tundra's valley.

Frostfall. An old and rotted manor home sitting off the edge of a lake, Frostfall is used by the people of the Tundra to determine when winter has arrived on the demiplane. As the furthest North point for any structure in the Tundra, Frostfall is always the first to experience the snows that come with winter, and so most of the villages send scouts here every few days as winter grows closer.

The manor at Frostfall was originally built as the secluded home for an eccentric aristocrat, who came to the Tundra from the Material Plane to retire. The manor's owner, a brooding tiefling supposedly named Rightguard Light, was a successful merchant prior to retirement, and why he would choose to move to the Tundra is unknown, as is how he protected the building during his time alive, since no staff were ever seen to enter or leave the building.

When exactly Rightguard Light died is unknown, since he was rarely seen outside of the manor originally, but his passing was first noticed over forty years ago, when a scout watched a polar bear enter the manor by the bridge to its front door- the first time any creature had ever been seen to enter the manor grounds. Most were content to leave the manor to sit, far as it was from the protection of others, but some attempts to explore it in the intervening years have met with tragedy and disappearance. Due to the loss of several young lives, many of the villages have declared the manor as off-limits, fearing creatures of the Underdark may have since claimed the manor as their own, and are perhaps even responsible for the death of Rightguard Light.

Hard Hanning. Situated in a fertile field in the Northeast of the Tundra, Hard Hanning is the smallest of the three settlements found in the valley. Originally conceived as a mining town by some extraplanar company hoping to draw profits from the mountains of the Tundra, Hard Hanning still has some remnants of this ill-conceived endeavor, though the original investors have long since abandoned the concept.

The expense of shipping products from the Tundra to other planes proved too much, but the current residents of the town still use the mining equipment to dig out resources for themselves. At the center of the town sits an enormous furnace for communal use, which pipes heat to the other buildings in town, as well as smelts the raw ore pulled from mining operations. Most of the refined ore which comes from Hard Hanning is used to trade with the other villages or travelers from outside the Tundra, which helps to keep the village afloat.

Hard Hanning has relatively few buildings even for its population, often confusing newcomers. But the original buildings left by the mining company are quite large, and split into different apartments for the community to use. The fewer number of buildings were also intrusmental in building the wall around Hard Hanning, which was only finished after the guards paid by the original mining company had left. For Hard Hanning, situated as far north as they are, this wall is a key element in their survival. Hard Hanning suffers more attacks in the dark of winter than the other villages do, simply by nature of its proximity to the mountains, and the relative ease dangerous creatures have in approaching Hard Hanning than the other two settlements.

South Bilge. This settlement is the largest of the three found in the Tundra's valleys, as well as the oldest of them. South Bilge was originally designed to provide a safe haven for chromatic dragonborn, conceived as a place for them to seek peace away from the discrimination and squabbles of the Material Plane. As time passed, the settlement grew larger, attracting the presence of those who arrived on the Tundra for other reasons. As it stands, the town has slowly grown past its original walls, and a new wall is being built with room to spare.

Set in the Tundra's southwest, South Bilge rarely has to worry about attacks from creatures, since most from the North are dissuaded by having to cross Thin Ice River. Instead, South Bilge's largest problem is another village just to the South, known as Souther Bilge. While the town was first designed to provide sanctuary to chromatic dragonborn, new citizens were often openly discriminatory to its original inhabitants, who quickly became outnumbered, despite the success of South Bilge in attracting dragonborn. In recent years, a large-scale dispute ended with the exile of all chromatic dragonborn from the town. In a show of brotherhood, every metallic dragonborn also left South Bilge, and both founded the new settlement of Souther Bilge.

Since the dispute, South Bilge and Souther Bilge have only barely kept from open conflict, and neither is willing to trade with the other. South Bilge lost a significant number of its oldest resident families, meaning many empty shops, and a harsh blow to the guard force of the town. The only things which South and Souther Bilge still collaborate on are issues which Hard Hanning are willing to raise, such as collaborative patrol of Frostfall and Thin Ice River.

Souther Bilge. Created as a result of a dispute between the residents of South Bilge, Souther Bilge is populated exclusively by dragonborn, both metallic and chromatic. The dragonborn-centric town was founded only relatively recently, but the significant population of the original South Bilge, as well as its continued reputation as a dragonborn sanctuary, means Souther Bilge is already very large, and still growing.

While travelers of any race are granted entrance to Souther Bilge, only dragonborn are given permission to become permanent residents, and non-dragonborn attempting to settle in their town are driven off to South Bilge. Citizens from South Bilge and only allowed entrance to Souther Bilge under special circumstances, and even then for only a few hours at a time. So strong is the hatred that Souther Bilge has for its previous settlement that most of the residents refer to both towns simply as South and Souther, to help lessen the connection between the two.

The current mayor of Souther Bilge is a white dragonborn known as Haldrissa Ivoryclaw, who won the position with a combination of hatred for South Bilge, and a proficiency for survival in the icy wilds of the Tundra. Ivoryclaw often accompanies guards on patrols through the lands surrounding Souther Bilge, and occasionally travels with hunters to the more northern sections of the Tundra as well. Ivoryclaw is famous for never having lost an ally on a patrol, and in the dangerous demiplane of the Tundra, this reputation makes patrols involving her popular among the citizens.

Thin Ice River. This wide river runs the length of the Tundra valley, stretching from the Northeast to the Southwest, dividing the Tundra into two nearly equal halves. Hard Hanning sits at the northernmost end of the river, where it first begins and is easier to cross, while Souther Bilge is at the southernmost edge. At the river's southern end it runs into a lake known only as Thin Ice Lake, where most of the Tundra's residents go to catch fish, an important resource at the start and end of winter.

Because Thin Ice River splits the Tundra valley as it does, the northern mountains of the Tundra, those which are largest and most capable of hiding fearsome monsters, are situated directly opposite the river from the three settlements. In summer, the river thaws but remains chilly, making crossing difficult but not impossible. In winter, when the Underdark creatures come down from the northern mountain peaks to hunt, the river is totally frozen, offering easy passage to the villages across its banks. To prevent this, all three of the Tundra's villages work together with rotating shifts of guards to break the ice that forms along the entire river. This in turn makes the river more treacherous to pass, and impossible to cross without becoming wet, which is a sure death by frostbite for any creature out in the dark of winter.

THE UNDERGROUND SEA

Despite its alluring name, the Underground Sea is nothing but a toxic cavern full of noxious fumes and acid lakes, capable of burning the skin from a dwarf in seconds. Never a popular travel destination, this demiplane rarely gets visitors, and the incredibly hostile terrain makes the area almost entirely uninhabitable. Known to sit closely to the demiplane of the Bayou, some scholars theorize the Underground Sea might actually be the underside of the Bayou itself, but no evidence exists to support this theory. While the Underground Sea isn't technically infinite, it is very close- moving far enough in one direction eventually leads back to the beginning, meaning the demiplane is a single enormous loop.

The enormous caverns found here have walls filled with toxic minerals that seep constantly from cracks, turning to vapor on contact with the air and filling the caves with sickness-inducing fumes. These vapors are responsible for the state of the water that the Underground Sea takes its name from, poisoning them and transforming them into a burning acid of a sickly-green color, made worse by the naturally occurring toxins of the seabed itself. Touching or ingesting the water of these caverns will likely result in the need for a healing potion, if not outright death.

Despite all of these challenges, life can rarely be kept down for long, and a few creatures have adapted to survive the Underground Sea. Most are native to the Underdark of the Material Plane, grown to resist the toxic vapors and acidic water, but a few are strange mutations of surface creatures which only superficially resemble their ancestors. Most of the life in the Underground Sea lives on the rocky shores or hidden within cracks in the cavern walls, but some brave beasts have challenged themselves with living directly in the acid of the sea, preying on both each other and the other creatures that wander too close to the shore.

Of all the Underground Sea's terrifying sea-creatures, none are more threatening than the one known as Old Greyback, a sea-serpent with an appearance similar to that of a remorhaz, with the exception of its dull grey coloration. With a chitinous shell resistant to all acids, Greyback lives in the Underground Sea's largest body of water, a lake with no given name. Each day Old Greyback makes its way up the largest stream of its home, one which stretches so far that its end reaches all the way back to the opposite shore of the same lake. Old Greyback is so large that its full body has never been seen by visitors of the demiplane, and was once considered only a legend, but has grown so large in intervening centuries that reports of seeing some span of its body as it swims are becoming more common with each trip that brave horizon walkers make to the demiplane. The first reports of Old Greyback can be traced back almost a millenium, and the creature is probably older even than that, with reports estimating it to be somewhere near 150 long with a weight of several tons. No formal studies of Greyback have ever been done, and most see no reason to do them, meaning the exact type of creature it is derived from, its level of intelligence, or where it came from are all entirely unknown.

NOTABLE LOCATIONS

Looking for a map of the Underground Sea is as much a fool's errand as visiting the demiplane is, and while the creatures who do live on the plane are of interest to scholars, few methods of easy research have been discovered. Because of this, those who do risk travel to the Underground Sea are usually going in blind, with only a few basic bits of information to work off of.

Greyback Lake. Said to be the largest lake of the Underground Sea, Greyback Lake has no official name, and instead takes its name from its most famous resident- the strange sea serpent of the name Old Greyback. Traveling to this lake is perhaps more risky than traveling to any other area of the Underground Sea, and lives are regularly lost here.

The deep green acid that makes up the lake's contents make it incredibly hard to see beneath the surface, and no method for determining the lake's depth has yet to succeed, though it must be incredibly deep. During its periods of rest, while Old Greyback sits within the lake, it is entirely invisible to those on the shore. In fact, on first arrival at the lake, it's almost impossible to determine whether Greyback is currently sitting in its depths without seeing Greyback leaving or arriving. Most travelers only find out that Old Greyback is in the water when it bursts forth to devour parts of the party, before quickly sinking back into the liquid.

Ruby Cavern. One of the only parts of the Underground Sea that could be considered truly beautiful, the Ruby Cavern is still just as dangerous as the rest of the demiplane, perhaps more so for how it disarms travelers. A smaller example of the caverns found on the demiplane, the Ruby Cavern trades the grey-blue walls elsewhere for deep green walls filled to bursting with enormous veins of ruby.

Touching the gems found here, or trying to mine them at all, is very discouraged however. The gems here have been soaked in acidic fumes for hundreds of years, which may even play an important part in the formation of the stones. The rubies of this cavern emit a powerful anti-magical acid that, and even a slight touch can begin to burn through the best mundane protections and abjuration spells alike.

THE VOLCANIC ISLAND

The Volcanic Island is a beautiful but highly dangerous place, filled with greenery and abundant with life, but also subject to frequent and unexpected volcanic eruptions. These seismic events are capable of devastating large swathes of the island with only a moment's notice, occasionally coating the entire island in burning magma. Trapped between the Elemental Planes of Water and Fire, and sitting uncomfortably close to the Positive Energy Plane, the Volcanic Island is unlike any other known elemental demiplane.

As the name suggests, the Volcanic Island is best known for its central plot of land, an island covering hundreds of square miles, and dominated by a centrally-situated volcano so large that its peak is frequently shrouded in clouds. Other islands, much smaller in size, sit at the edges of the central area, but these are all made from cooled magma, leftovers from the titular volcano's eruption, and are no less dangerous when the volcano begins to erupt.

While these eruptions are known for occurring frequently, few of them are true eruptions, and most are actually the result of smaller vents situated on the mountainside building up pressure before unexpectedly and violently spewing forth magma. These events usually catch the island's population unaware, but the island is usually quick to recover from these events. Plants and animals lost in the magma return fairly quickly, with growth fueled by the nearby presence of the Positive Energy Plane. True eruptions involving the central caldera of the Volcanic Island are much more rare, happening only every few centuries, and these events are marked by long stretches of time with no smaller eruptions before the entire island suddenly explodes. The devastation from these events reaches even the furthest of the outlying islands, coating them entirely and destroying any life found there, before once again the magma cools and hardens to fill out the islands further.

During these major events, entire societies can be lost, buried in minutes beneath the avalanche of lava, and each eruption often marks the start of a new era on the Volcanic Island. Thousands of creatures are fossilized at once, often the only evidence that anything once lived on the Volcanic Island at all before new plants and animals rise to cover the island once more over the span of the next decade or two. What causes these sudden eruptions has yet to be determined despite intense study, meaning that they can not be accurately predicted more than a day or two before they occur.

The only regular survivors of these events are the group of earth motes which float high above the island, gathered in a few large clusters, each controlled by a different race of people. Collectively calling themselves the Council of Guidance, these societies are the only existing remnants of societies which once flourished on the slopes of the island itself. Using powerful magic to transform their largest cities into floating earth motes, these people were each able to escape the devastation of the Volcanic Island's largest eruptions.

The stated purpose of the Council of Guidance is to watch over the societies which rise after a devastating eruption, studying how quickly their technology and study of magic progresses. If the Council determines them to be sufficiently advanced within the few centuries before an eruption, they offer the new society the tools necessary to create the large earth motes which the Council races live on, giving the newer society the chance to survive the next major eruption. This plan was devised by the first of the Council races, and in the intervening centuries, only five other races have successfully saved themselves from the devastation of the Volcanic Island.

NOTABLE LOCATIONS

Maps detailing the general structure of the Volcanic Island can be found and purchased from most interplanar cartographers, but most exclude any particular locations other than the largest of settlements, due to the regularity with which a town might be glazed over with magma. Maps that are centuries outdated, while rare antiques, may have underdeveloped shorelines, as the edges of the Volcanic Island tend to change and shift after each of the largest eruptions. Certain islands may be missing or depicted as much smaller than they actually are as well.

Council Rock. A single earthmote, separated from the other clusters, which is used as a meeting place for those who serve on the Council of Guidance. The only structure on this earthmote is a domed meeting hall, where members of the Council gather to discuss the differing societies on the island below, debating on whether or not they have proven themselves deserving of the research necessary to bring their towns and cities into the sky as earthmotes.

Golia. By and far the most xenophobic of all the Council societies, Golia is home to a number of Goliaths, kept at a constant distance from the other earthmotes of the Volcanic Island. The original decision to invite Golia onto the Council of Guidance was very polarizing, and many felt that they would one day prove to be more of a burden than a benefit. While this worry never came to pass, Golia undoubtedly contributes the least to the Council, and its residents rarely leave their earthmotes except on official Council business.

The only people allowed to enter Golia at all are its residents, and the exact nature of their society, such as its government and economy, are complete mysteries, even to the other Council societies. But Golia's elected Council members still show to every meeting, and Golia has banded with the other races to provide mutual defense at points throughout the history of the Council, so most are content to leave them be, as that appears to be their preferred style of living.

Haliury. This series of earthmotes is the largest to be seen in the skies of the Volcanic Island, and is the site of the oldest of the Council civilizations. Created by a society of elves incredibly gifted with magic, Haliury is also the society responsible for the decision to create the Council, and gift the ability to create earthmotes to other civilizations that develop on the surface of the Volcanic Island.

Most of Haliury is entirely off-limits to anyone not from one of the six civilizations on the Council of Guidance, but exceptions are occasionally made for those who manage to negotiate with Haliury's leading Senate. While difficult, these negotiations are often worth it, since Haliury is a bastion of incredible magic. Nearly everything on these earthmotes is enchanted, and the common people of the society use magical items for every day occurrence without issue, and can buy magical trinkets for only a fraction of what such things would cost elsewhere. Unfortunately, purchase of these items can be difficult, as most of the citizens of Haliury refuse to deal with outsiders who aren't part of the Council. As with all things, exceptions can be found, but most merchants willing to trade are usually seeking information or favors in return, rather than monetary payment.

The crowning jewel of Haliury is, without a doubt, the enormous castle which serves as the living quarters for the royal family. Jointly led by a monarchy and senate, the citizens of Haliury are incredibly devoted to members of the royal family, whose ancestors are apparently responsible for the original act of creating the earthmotes. While the Senate is tasked in dealing with day-to-day matters of governance, the royal family deals with all Council related business, as well as matters of civil defense.

Impeshia. Of the six societies found on the earthmotes floating above the Volcanic Island, the most recent belongs to a civilization of halflings and pixies, who were able to work together to advance their society far enough to survive one of the island's largest recorded eruptions. Known as Impeshia, this civilization is one of only two which regularly allow visitors from other planes.

Arriving at Impeshia can be a confusing process for those who have never before visited, as much of it is smaller in scale than what would be comfortable for larger races. Some areas are entirely inaccessible, such as the higher levels of most buildings, which are given for use to the pixies, who have wings to better reach these locations. The halflings tend to stay closer to the ground, and many of their homes and businesses are built beneath the ground level of the earthmote that holds them, and some individuals tend to become unnerved at the thought of being only a few feet from empty air at any given time.

While Impeshia can be disorienting at first, especially for travelers not used to these sorts of dizzying heights, the people of Impeshia make accommodations much easier. The citizens here are friendly, and the taverns of Impeshia are famous across many planes for their homely qualities, as well as the high quality of their service. The halflings and pixies of Impeshia work together to grow rare and specialized plants, for use both in alchemy and cooking, making the food of Impeshia an experience of its own.

Rockhold. Rockhold is often viewed as a bit of a black sheep among the respective races of the Council. This society of earth genasi have only one earthmote, which is the single largest earthmote in the skies of the Volcanic Island, and staunchly refuse to build on top of it. Instead, Rockhold is located entirely within the depths of the earthmote, crafted from tunnels and caves that criss-cross each other in a confusing tangle.

Rockhold is also one of only two Council civilizations which freely admit visitors, who are free to come and go as they please. While most of the genasi living within Rockhold view outsiders with a moderate degree of suspicion, they are quick to open up once a rapport has been established. The interior of Rockhold is often soothing to first-time visitors of an earthmote, and many forget the vast miles of sky sitting beneath them, since most of the tunnels have no windows to look out from.

Ocean's Eye. The triton that live on Ocean's Eye are unique among the Council of Guidance in that their society, collectively known as the Kingdom of Waves, stretches far beyond the borders of their earthmote. In fact, Ocean's Eye is just one of several cities for these tritons, and the only one they hold above the surface of the water. When the triton people of the Volcanic Island were first discovered by the Council, only two races had so far created the earthmotes necessary to survive the island's most massive eruptions. But according to the records of the triton kingdom, they have survived several eruptions already due to their underwater location, indicating they may be older even than the Council's founders.

Ocean's Eye was originally below water level like the other cities of the Kingdom of Waves. but when they were first invited to join the Council, the triton people decided to raise Ocean's Eye into the sky, using a ritual that many weren't sure would work. When Ocean's Eye was raised, it carried a mass of water with it, which remains in a tightly clustered sphere around the city itself, an awe-inspiring sight.

At most times, Ocean's Eye is relatively empty, with only a small population of triton living there full-time. But during large scale eruptions, the triton people flee to Ocean's Eye for added safety, returning to their sea-based homes after the magma flows have cooled, to assess any damage and begin basic repairs on their homes and buildings.

Skylia. The citizens of Skylia are apparently distantly related to the aarakocra commonly found throughout the rest of the multiverse, and while they retain the race's tendency to be overly prideful, the people of Skylia are much more open to those of other races. Perhaps as a result of several centuries as part of the Council of Guidance, Skylia's people have a reputation among the other Council societies for friendliness rivaled only by that of Impeshia.

This friendliness does extend to races not on the Council, but it is much more reserved, and visitors to Skylia are allowed only when vouched for by a resident of Skylia, and must remain with that individual for the duration of their stay. Outsiders found wandering Skylia without their designated guide can be subject to punishment, including immediate exile and banishment, and their guide may be punished as well depending on the circumstances.

Traversing Skylia can be difficult, as most of its collective earthmotes are separated, without bridges or walkways to connect them directly, since the aarakocra of Skylia simply fly from location to location. Getting between them requires travelers to be able to fly on their own, or special assistance be given by residents. The ability for the people of Skylia to fly without aid means that some of the individual earthmotes of their clusters may drift large distances from the others over time, and residents may not notice the gradual increase in distance until their individual earthmote has gotten closer to that of another Council earthmote.

APPENDIX A: CREATURES BY CHALLENGE RATING

CR 1/2 (100 XP)

Name	Size	Type	Tag	Alignment
Bird of Paradise	Small	Beast		Unaligned
Goblin Balloon Brigade	Small	Humanoid	<i>goblinoid</i>	Neutral Evil
Plague Rat	Tiny	Undead		Unaligned
Plague Hyena	Small	Undead		Unaligned

CR 1 (200 XP)

Name	Size	Type	Tag	Alignment
Benalish Hero	Medium	Humanoid		Lawful Neutral
Llanowar Elf	Medium	Humanoid	<i>elf</i>	Lawful Neutral
Swarm of Plague Beetles	Medium	Swarm of Tiny undead		Unaligned
Wall of Wood	Large	Elemental		Unaligned

CR 2 (450 XP)

Name	Size	Type	Tag	Alignment
Drudge Skeleton	Medium	Undead		Lawful Evil
Ironclaw Orc	Medium	Humanoid	<i>orc</i>	Chaotic Evil
Mesa Pegasus	Large	Celestial		Neutral Good
Nettling Imp	Tiny	Fiend	<i>devil</i>	Lawful Evil
Samite Healer	Medium	Humanoid		Neutral Good
Timber Wolf	Medium	Beast		Unaligned

CR 3 (700 XP)

Name	Size	Type	Tag	Alignment
Black Knight	Medium	Humanoid		Lawful Neutral/Lawful Evil
Dwarven Warrior	Medium	Humanoid	<i>dwarf</i>	Any Lawful
Frozen Shade	Medium	Undead		Neutral Evil
Goblin King	Small	Humanoid	<i>goblinoid</i>	Neutral Evil
Nether Shadow	Medium	Aberration		Chaotic Evil
Wall of Flame	Large	Elemental		Unaligned
White Knight	Medium	Humanoid		Lawful Good/Lawful Neutral

CR 4 (1100 XP)

Name	Size	Type	Tag	Alignment
Dwarven Demolition Expert	Medium	Humanoid	<i>dwarf</i>	Chaotic Good
Ley Druid	Medium	Humanoid		Neutral Good
Lord of Atlantis	Medium	Humanoid	<i>merfolk</i>	Lawful Good
Orcish Artillery	Large	Humanoid	<i>orc</i>	Chaotic Evil
Wall of Air	Large	Elemental		Unaligned
Wall of Rock	Large	Elemental		Unaligned
Water Wall	Large	Elemental		Unaligned
Zombie Master	Medium	Undead		Neutral Evil

CR 5 (1800 XP)

Name	Size	Type	Tag	Alignment
Granite Gargoyle	Large	Elemental		Chaotic Evil
Wall of Bones	Large	Elemental		Unaligned
Wall of Brambles	Large	Elemental		Unaligned
Wall of Frost	Large	Elemental		Unaligned

CR 6 (2300 XP)

Name	Size	Type	Tag	Alignment
Bog Wraith	Medium	Undead		Neutral Evil
Craw Wurm	Gargantuan	Dragon		Unaligned
Dragon Whelp	Tiny	Dragon		Chaotic Neutral
Hypnotic Specter	Large	Monstrosity		Lawful Evil
Juggernaut	Huge	Construct		Unaligned
Keldon Warlord	Medium	Humanoid	<i>human</i>	Any Chaotic
Living Wall	Large	Aberration		Neutral Evil
Royal Assassin	Medium	Humanoid		Lawful Neutral
Scavenger Ghoul	Medium	Undead		Chaotic Evil
Sedge Troll	Large	Giant		Chaotic Evil
Verduran Enchantress	Medium	Humanoid	<i>elf</i>	Chaotic Good
Wall of Swords	Large	Elemental		Unaligned

CR 7 (2900 XP)

Name	Size	Type	Tag	Alignment
Air Elemental	Large	Elemental		Chaotic Evil
Cockatrice, Dragonblood	Small	Monstrosity		Unaligned

CR 8 (3900 XP)

Name	Size	Type	Tag	Alignment
Clone	Medium	Fey	<i>shapechanger</i>	Lawful Evil
Fungusaur	Huge	Plant		Unaligned
Northern Paladin	Medium	Humanoid		Lawful Good
Sengir Vampire	Medium	Undead		Lawful Evil
Serra Angel	Medium	Celestial		Lawful Good

CR 9 (5000 XP)

Name	Size	Type	Tag	Alignment
Clockwork Beast	Large	Construct		Unaligned

CR 10 (5900 XP)

Name	Size	Type	Tag	Alignment
Veteran Bodyguard	Medium	Humanoid		Neutral

CR 12 (8400 XP)

Name	Size	Type	Tag	Alignment
Demonic Horde	Huge	Swarm of Medium Fiends	<i>demon</i>	Chaotic Evil
Force of Nature	Huge	Plant		Neutral
Gaea's Liege	Huge	Celestial		Neutral Good
Personal Incarnation	Large	Construct		Unaligned
Shivan Dragon	Large	Dragon		Chaotic Neutral

CR 21 (33000 XP)

Name	Size	Type	Tag	Alignment
Lord of the Pit (Altreznet)	Large	Fiend	<i>demon</i>	Chaotic Evil

APPENDIX B: CREATURES BY ENVIRONMENT

ARCTIC MONSTERS

Monsters	Challenge Rating (XP)
Frozen Shade	3 (700 XP)
Keldon Warlord	6 (2300 XP)
Northern Paladin	8 (3900 XP)

COASTAL MONSTERS

Monsters	Challenge Rating (XP)
Bird of Paradise	1/2 (100 XP)
Mesa Pegasus	2 (450 XP)
Ley Druid, Lord of Atlantis	4 (1100 XP)
Air Elemental	7 (2900 XP)
Veteran Bodyguard	10 (5900 XP)

DESERT MONSTERS

Monsters	Challenge Rating (XP)
Mesa Pegasus	2 (450 XP)
Ley Druid	4 (1100 XP)
Air Elemental	7 (2900 XP)
Veteran Bodyguard	10 (5900 XP)
Shivan Dragon	12 (8400 XP)

FOREST MONSTERS

Monsters	Challenge Rating (XP)
Bird of Paradise	1/2 (100 XP)
Benalish Hero, Llanowar Elf	1 (200 XP)
Ironclaw Orc, Timber Wolf	2 (450 XP)
White Knight	3 (700 XP)
Ley Druid, Orcish Artillery	4 (1100 XP)
Craw Wurm, Hypnotic Specter, Verduran Enchantress	6 (2300 XP)
Dragonblood Cockatrice	7 (2900 XP)
Force of Nature, Gaea's Liege	12 (8400 XP)

GRASSLAND MONSTERS

Monsters	Challenge Rating (XP)
Goblin Balloon Brigade, Plague Hyena	1/2 (100 XP)
Goblin King	3 (700 XP)
Ley Druid	4 (1100 XP)
Veteran Bodyguard	10 (5900 XP)
Force of Nature	12 (8400 XP)

HILL MONSTERS

Monsters	Challenge Rating (XP)
Goblin Balloon Brigade	1/2 (100 XP)
Benalish Hero	1 (200 XP)
Drudge Skeleton, Ironclaw Orc, Samite Healer, Timber Wolf	2 (450 XP)
Black Knight, Goblin King, White Knight	3 (700 XP)
Ley Druid	4 (1100 XP)
Scavenger Ghoul	6 (2300 XP)
Veteran Bodyguard	10 (5900 XP)

MOUNTAIN MONSTERS

Monsters	Challenge Rating
Goblin Balloon Brigade	1/2 (100 XP)
Mesa Pegasus	2 (450 XP)
Dwarven Warrior, Frozen Shade, Goblin King	3 (700 XP)
Dwarven Demolition Expert, Ley Druid, Orcish Artillery	4 (1100 XP)
Granite Gargoyle	5 (1800 XP)
Dragon Whelp, Keldon Warlord	6 (2300 XP)
Shivan Dragon	12 (8400 XP)

SWAMP MONSTERS

Monsters	Challenge Rating (XP)
Swarm of Plague Beetles	1 (200 XP)
Drudge Skeleton	2 (450 XP)
Black Knight	3 (700 XP)
Ley Druid	4 (1100 XP)
Bog Wraith, Scavenger Ghoul, Sedge Troll	6 (2300 XP)
Dragonblood Cockatrice	7 (2900 XP)
Fungusaur, Sengir Vampire	8 (3900 XP)
Force of Nature	12 (8400 XP)

UNDERDARK MONSTERS

Monsters	Challenge Rating (XP)
Black Knight, Nether Shadow	3 (700 XP)
Dwarven Demolition Expert	4 (1100 XP)
Granite Gargoyle	5 (1800 XP)
Hypnotic Specter, Living Wall	6 (2300 XP)
Fungusaur, Sengir Vampire	8 (3900 XP)

UNDERWATER MONSTERS

Monsters	Challenge Rating (XP)
Ley Druid, Lord of Atlantis	4 (1100 XP)

URBAN MONSTERS

Monsters	Challenge Rating (XP)
Plague rat	1/2 (100 XP)
Benalish Hero, Swarm of Plague Beetles	1 (200 XP)
Samite Healer	2 (450 XP)
Dwarven Warrior, Nether Shadow, White Knight	3 (700 XP)
Dwarven Demolition Expert	4 (1100 XP)
Dragon Whelp, Royal Assassin, Scavenger Ghoul	6 (2300 XP)
Clone, Northern Paladin, Sengir Vampire	8 (3900 XP)
Vetern Bodyguard	10 (5900 XP)